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James Kirk's 'Family'
The lives that could have been

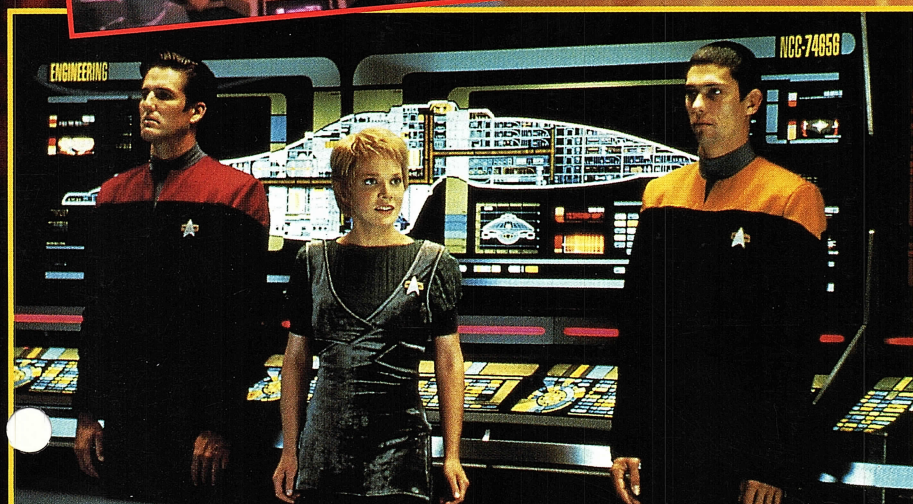
Krige Risks All for Genesis
Profile on a Klingon Commander

Science of the Wormhole
A bridge from Bajor to beyond

Anarchy on Turkana IV
Warring factions fight for control



The Chute Penal Colony
Hell in an Akritirian prison



U.S.S. VOYAGER NCC-74656: Bridge Plans
Commanding the ship on the long voyage home

ISSN 1364-3983





THE OFFICIAL STAR TREK® FACT FILES



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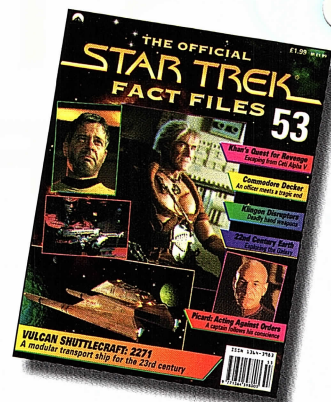
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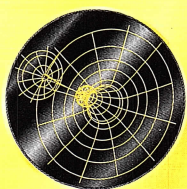
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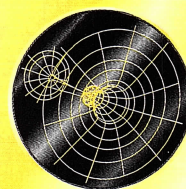


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 1



SPACE
PHENOMENA

THE BAJORAN WORMHOLE

The Bajoran wormhole is discovered in the Denorios Belt on Stardate 46397.1 by Starfleet officers stationed on *Deep Space Nine*. Since then, it has affected the Galaxy in ways no one could have expected.

Toward the end of the 20th century, Earth physicist Dr. Stephen Hawking postulated the theory of quantum fluctuations, to

which he gave the name 'wormholes'. A wormhole, as Starfleet has learned from practical experience, is a **subspace** bridge or tunnel that connects two points in 'normal' spacetime which may be millions of light years apart.

In general, wormholes occur naturally throughout the Galaxy. Unfortunately, while they are indeed a tunnel, the startpoints and endpoints of all natural wormholes discovered prior to 2369 fluctuate wildly

across time and space. As a result, they present only a one-way ticket, and although such an opportunity may appeal to the adventurous, it is of little practical use.

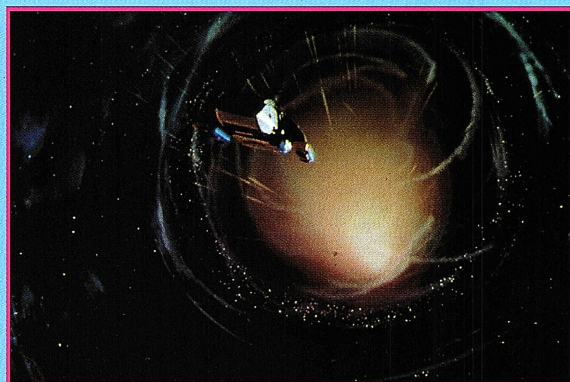
Using a wormhole

Wormholes have, on occasion, been accidentally generated by warp drive malfunctions; an improperly balanced warp-drive system can generate an artificial wormhole, which can pose a serious threat to a starship and its crew.

There have been several attempts to harness this dangerous occurrence and to use it, but all have ended in disaster. This changes in 2369 with the discovery of

the first stable wormhole, in the **Bajoran** star system; it is found by Starfleet officers **Jadzia Dax** and **Benjamin Sisko**.

The **Bajoran** wormhole is located within the **Denorios Belt**, which lies on the edge of the Bajoran star system. Located approximately 160 million kilometers from the planet **Bajor**, it connects the **Alpha** and **Gamma Quadrants**, a spatial distance of 90,000 light years. Incredibly, it is stable, and neither end fluctuates, a condition never before found in a natural wormhole. However, despite what is first thought, the Bajoran wormhole is not a natural



Doorway across the Galaxy

The discovery of the Bajoran wormhole has allowed virtually instantaneous travel between the Alpha Quadrant and far-distant areas of the Gamma Quadrant. The journey would otherwise take years.

phenomenon; it seems to have been constructed by a race of alien beings, who are known to the Bajorans as the **Celestial Prophets**. For centuries, the Prophets have been worshipped on Bajor. They are not divine beings, but they are certainly a very advanced form of life: the methods used in the creation of the

wormhole are scientifically beyond the abilities of **Federation** engineers to duplicate.

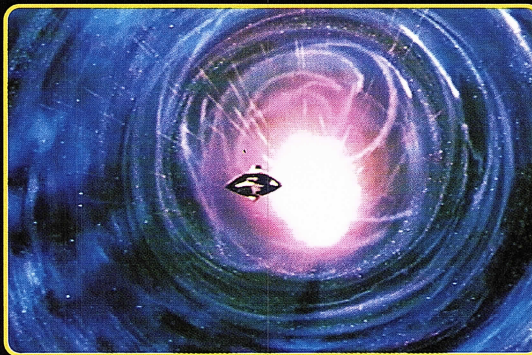
The wormhole uses stable **verteron particles**, which are self-sustaining in nature. Therefore, it exhibits none of the usual quantum fluctuation patterns one would expect to find in a wormhole. It is

GATEWAY TO THE GAMMA QUADRANT

Dangerous journeys

Once the Bajoran wormhole has been discovered, the process of exploring what lies on the other side can begin. The first Gamma Quadrant native to visit *Deep Space Nine* is **Tosk**, the unfortunate victim of a ritual hunt. But he is far from being an explorer; he is simply running from his pursuers, and is more interested in escape than in the Alpha Quadrant.

Subsequent Gamma Quadrant visitors, however, prove more dangerous. From the moment the Dominion makes its first veiled threat against *Deep Space Nine*, things will never be the same again.



◀ The wormhole opens from the other side for the first time after its discovery in 2369. A single ship emerges, carrying a lone crew member. The wormhole's opening is heralded by increased neutrino levels.

▶ Unfortunately, not everyone on the other side of the Bajoran wormhole is friendly. The deadly **Jem'Hadar**, soldiers of the Dominion, have proved to be the biggest threat to the Alpha Quadrant.

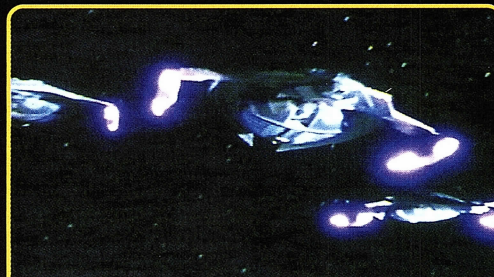
◀ The first Gamma Quadrant alien to come through the wormhole is **Tosk**, the prey in a ruthless hunt. His pursuers promise to keep the 'game' in their own space in future.

OTHER CARDS IN THIS FILE...

- 1 THE BAJORAN WORMHOLE
- 2 THE NEXUS
- 3 THE GENESIS PLANET
- 4 BLACK HOLES
- 5 NEBULAE
- 6 MURASAKI 312 & TAURUS II

SEE OTHER FILES...

THE BAJORANSFile 10
THE DOMINIONFile 16
STAR TREK:
DEEP SPACE NINE.....File 70



GALAXY FACTS

▶ Several factions have attempted to destroy the Bajoran wormhole for a number of reasons, including Bajoran isolationists and Romulans hoping to block the Dominion threat.

▶ To most Bajorans, the wormhole is the 'Celestial Temple'. Some object to its secular exploitation, or to school-children being taught about the science behind it.

an artificially generated stable passageway, connecting the Alpha and Gamma Quadrants.

The presence of the verteron particles in the wormhole enable a ship to pass through it unharmed at impulse power. But warp power cannot be used within the wormhole; it has never been attempted and the results are unpredictable, but in theory it would almost certainly be disastrous for the starship, and, perhaps, for the wormhole itself.

Like all such phenomena, the Bajoran wormhole is



The Guide to the STAR TREK Galaxy

FILE 5 CARD 1

THE BAJORAN WORMHOLE



▶ Thanks to the help of a Cardassian science team, subspace relay stations have been set up on each side of the wormhole. These allow communications to pass through.

invisible to the naked eye except when a ship is entering or emerging from it. The exact coordinates of its location, at either end, must be known in order to find it. This is the reason why the wormhole remained uncharted; it is essentially invisible.

Detecting a wormhole

The presence of a wormhole can be detected by scanning for neutrino disturbances which surround the opening. At the nucleus of the opening there is an extremely high proton count. While it is possible to search for a wormhole opening using this method, knowing where to look is critical; the readings on a starship's sensors will be very faint until it is extremely close to the opening. As the ship gets closer to the entrance, external wave intensities increase.

When the ship reaches the entrance to the wormhole, there is a sudden burst of very bright

light, and a spherical tunnel materializes in the middle of empty space. It is like being in a dark room where suddenly a window is thrown open, letting in a shaft of incredible sunlight.

The starship flies into the mouth of that tunnel and, from the vantage point of someone observing from a distance, the entrance closes and it appears that the wormhole has swallowed the starship. It is as if there is a sudden rip in the very fabric of space, into which the ship sails. In fact, this is very close to what actually does happen.

Inside the wormhole, there are no stars. Instead, there is a flickering rainbow of light that pulsates around the ship as it travels, in the only direction it can, to the far end of the wormhole. The verteron particles generate a subspace current that sweeps the starship onward toward its destination.

Distant quadrant

As the ship approaches the other end of the wormhole, it again opens and allows the vessel to pass out of the tunnel into another quadrant, 90,000 light years away. A journey that would otherwise have taken years has been completed in minutes.

Once the ship has left the wormhole and arrived in the new quadrant, the wormhole opening closes



behind it. It is as if it had never been there. Only when the ship returns will the opening be persuaded to reveal itself again.

Communications

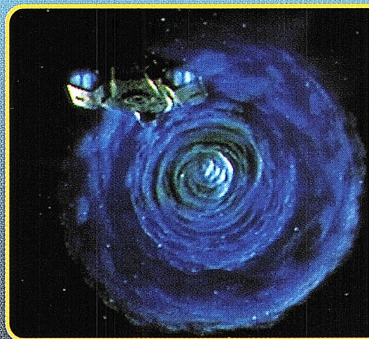
Since the Bajoran wormhole remains closed until it opens to allow a starship to pass through, there is no way to communicate between the quadrants when the wormhole is in its dormant state. In 2371, Starfleet and Cardassian engineers work together to rectify this, in the hope of enabling a continuous channel of communications even when the wormhole is closed.

It is theorized that by placing one signalling platform in the Gamma Quadrant, at a position two kilometers from the mouth of the wormhole, and

another transceiver in Ops on **Deep Space Nine**, both using soliton pulses, a permanent subspace communications channel can be achieved between the two quadrants.

Although the Federation has previously attempted to do this, their initial attempts have failed. It is not until Cardassian transceivers, which can be much more finely calibrated, are installed – together with a fortuitous natural event which lodges the wormhole permanently slightly open – that the subspace relay through the wormhole becomes a reality.

The Bajoran wormhole is a practical, safe tunnel, bringing together two far distant corners of the Galaxy. Whether its discovery is a blessing or a curse to the planet Bajor remains to be seen.



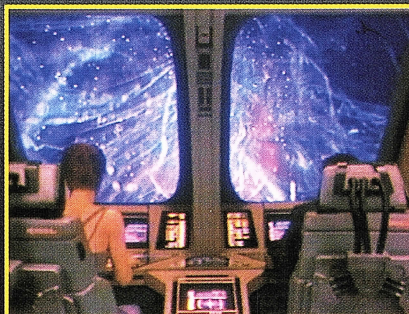
▶ When a ship approaches, the wormhole begins to open. At first it appears as a mass of swirling clouds, with a whirlpool at its center. The 'point' at the center of the cloud grows gradually outward.

▶ When the wormhole is open the cloudlike effect has moved to the edge of the opening, and the center appears as a bright area of light, with the brightest point at the very center.



▶ Inside the wormhole, it is possible to meet with the wormhole aliens. There is no standard way to do this, but the best solution is to stop your craft and wait – the 'Prophets' may contact you.

▶ It seems the Bajoran wormhole has plenty more surprises to reveal yet. As well as the Gamma Quadrant, it can also lead to the Mirror Universe, as Major Kira and Dr. Bashir discover in 2370.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5 APPENDIX



THE UNITED FEDERATION
OF PLANETS

TURKANA IV

The failed colony world of Turkana IV is the perfect example of why society needs rules to survive. Years of infighting on this unfortunate planet have left the once-thriving surface in ruins.

Turkana IV, a red, Class-M planet, is the site of one of the few Earth colonies to have been a catastrophic failure. The colonial government began to collapse in 2337, and the colony soon fell apart along with it. The main city experienced an almost complete breakdown of social order, and dozens of factions fought for control until the city was reduced to ruins and its inhabitants forced deep underground.

The government was unable to stop the violence. Lawlessness prevailed, marauding rape gangs ruled the streets, and the fighting continued unabated.

Eventually only the two strongest factions remained – the **Coalition** and the **Alliance**. In desperation, the government gave the two cadres police powers, and attempted to keep the factions under control by implanting the members of both sides with proximity detectors.

Years of isolation

Despite this last, desperate attempt to maintain order, the Turkana government fell only a few months later. Since then the **United Federation of Planets** has been unable to maintain reliable communications with the colony, and contact was completely severed in

Turkana IV used to be a successful human colony, but social order completely broke down. Half a century later, the cities of the planet's surface lie in ruins and the people live underground.

2352. Following this, the colony maintained a policy of absolute isolation. In 2361, just how serious they were about this policy became clear: the **U.S.S. Potemkin** was warned that anyone transporting from the ship down to the planet's surface would be killed.

With surface settlements all but destroyed, the colonists moved instead to

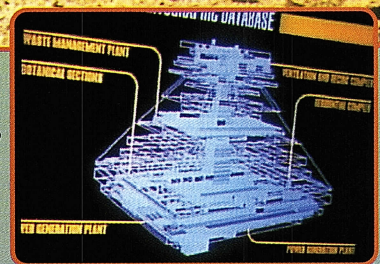
A computer schematic of the underground cities in which the colonists now live reveal a complex society, despite the problems the people of Turkana IV endure.

structures that extend nearly eight kilometers beneath the city. This new underground settlement is shaped like a sunken pyramid, with the base at

the lowest depth. Various points within the underground settlement can be accessed via a complex network of tunnels. Navigating through this labyrinth is difficult as it is filled with dead ends; there are no detailed maps for much of the structure.

Two main powers

The Alliance and the Coalition have divided the city between them, with each cadre controlling about one half of the city. The proximity detectors prevent the cadres from making deep strikes into each other's territory or from doing any serious damage to the other. Their fighting is reduced to minor skirmishes. The two factions continually raid each other for supplies, many of which are nonessential. Such raids almost never have a serious effect on the balance of power; they mostly serve as battle exercises and as



FAILED COLONY

Anarchy rules

The United Federation of Planets, and Earth in particular, has colonized many worlds, and almost all such projects have been a success. Occasionally, though, colonies fail, and in such cases there is often little the Federation can do to help, short of retaking the planet by force, which does not sit well with their philosophy. Such former colonies, however, will never be completely abandoned; former residents such as Tasha Yar are welcome to join Starfleet. Yar always claimed that her Starfleet career had saved her from a life of lawlessness.



Planet Turkana IV
Class M **Quadrant** Alpha
Also known as No other names

Status Former colony of the United Federation of Planets. Now an isolationist world.
Social structure Anarchic. Ruled by two main factions, the Coalition and the Alliance, who constantly vie for power.
Technology Advanced.
Surface Mostly in ruins; colonists now live underground in vast subterranean cities.
Atmosphere Nitrogen/oxygen
Description Standard gravity
Starship Log STAR TREK: THE NEXT GENERATION 'Legacy'

The U.S.S. ENTERPRISE NCC-1701-D orbits Turkana IV in 2367. In the past, visiting Federation ships have been threatened with attack if they beam personnel down to the planet's surface.

▼ **The weaponry normally available to members of the Alliance and the Coalition is far below the capabilities of Starfleet issue phasers. Acquiring one gives Coalition member Ishara Yar a valuable source of increased firepower.**



The Guide to the STAR TREK Galaxy

FILE 7 CARD 5 APPENDIX

TURKANA IV



GALAXY FACTS

▼ **Tasha Yar, who serves as Chief of Security on the U.S.S. Enterprise NCC-1701-D in 2364, was born on Turkana IV. She escaped and joined Starfleet, but her sister Ishara stayed behind. Ishara considered Tasha to be a coward for leaving.**

▼ **In 2367, the leader of the Coalition cadre is named Hayne.**



opportunities to gather information on opposition defense and assault capabilities.

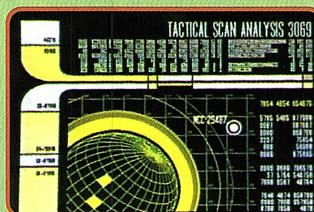
The weaponry available to both factions is limited. The most common weapon is the **stunstick**, but the damage it can cause is not lethal. **Phasers** and other weapons capable of causing more lasting harm are scarce. Until one of the factions acquires larger numbers of more powerful weapons, the proximity detectors will continue to dictate the action of the conflict.

Keeping tabs

The proximity detectors are octagonal magnetic devices about three centimeters long and two centimeters wide. A single proximity detector is implanted beneath the surface of an individual's

skin, just below the collar bone. It glows with a steady light when a gang member is in enemy territory, and pulses when an enemy begins to approach. It also triggers alarms posted at strategic points throughout each faction's territory of the underground complex. The proximity detector is invisible when a cadre member is on his or her own turf and no members of the opposing cadre are near.

Proximity detectors implanted in Coalition members produce a yellow light; those implanted in Alliance members produce a green light. Each is equipped with a microexplosive that detonates on contact with the air, making removal extremely difficult without access to advanced



technology; with the resources available on Turkana IV, safe removal is impossible.

Proximity detectors are a dramatic symbol of a person's membership in a cadre. They are as much a symbol of one's identity on Turkana IV as they are a device for controlling violence. The inhabitants of Turkana IV are deeply committed to their factions.

To many, these are their family, affording them the only degree of security they have ever known. Many cadre members have chosen to stay on the planet and continue to fight, even when escape has become a viable option.

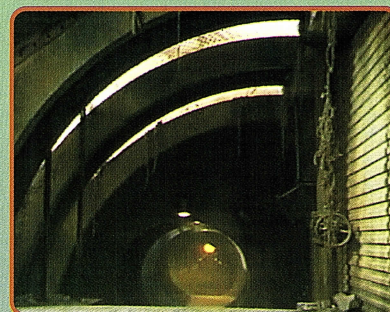
Despite the relative peace imposed by the proximity detectors and the colonists' inability to inflict serious harm, the people of Turkana IV possess the kind of obsessive passion associated with tremendously violent struggles. Each faction is deadly serious in its desire to defeat the other.

Unbalanced power

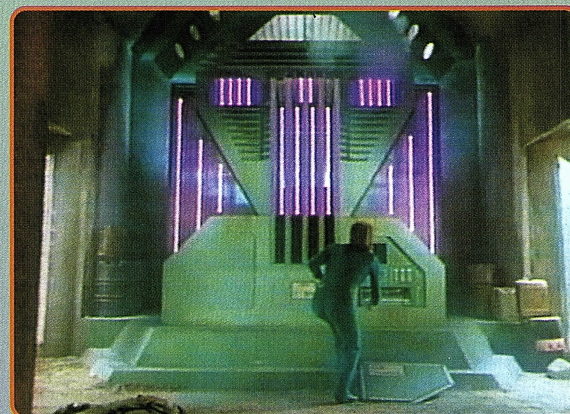
By the late 2360s, it seems that the Alliance is gaining the upper hand. The faction has two main headquarters and 13 ancillary bases of operation,

▼ **Despite Turkana IV's desire to have nothing to do with the United Federation of Planets following the breakdown of the government, Starfleet still keeps extensive files on the planet in its databanks.**

▼ **The underground settlement consists of poorly lit, confusing and damp corridors, with many dead ends.**



▼ **Two power sources run both sides' proximity detectors. If one of these supplies is disabled, a faction can penetrate deeper into an enemy camp without fear of detection.**



all located deep underground and heavily guarded. Their defensive systems are powered by a main fusion source located next to each of these headquarters.

In 2367, the Federation is briefly brought back into the history of Turkana IV when an escape pod containing two survivors from a warp core breach aboard the freighter ship the **U.S.S. Arcos** lands on the planet. The survivors are taken hostage by the Alliance and are held in a chamber near one of the two main headquarters. The Alliance demands reparations for what they call Federation intrusion into their colony; they

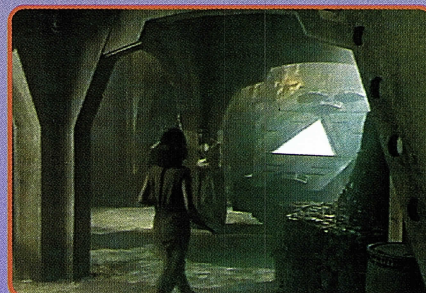
threaten that if they do not receive it, the hostages will be killed.

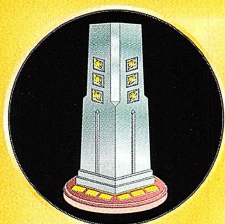
The **U.S.S. Enterprise NCC-1701-D** answers the distress call sent by the **Arcos**, and both factions attempt to coerce the Federation vessel into inflicting serious damage on the opposing side. While the **Enterprise** is successful in retrieving the **Arcos** personnel, neither the Alliance nor the Coalition is successful in turning the situation to their advantage. The two opposing sides remain in a bitter stalemate, and Turkana IV remains a living testimony to the fact that every society needs an organized structure in order to survive and flourish.



▼ **The majority of the people on Turkana IV live beneath the surface in an extensive labyrinth of caves and tunnels. Many of these are dark and dismal, and few detailed maps of the area exist.**

▼ **The warring factions on Turkana IV have to live in conditions that neither support nor encourage any kind of social or technological development. People are too preoccupied with the war to care about their children's future.**





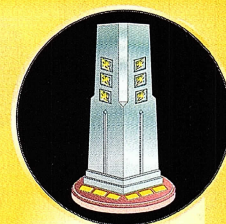
GALACTIC
ARCHEOLOGY

The Guide to the STAR TREK Galaxy

FILE 6

CARD 1B

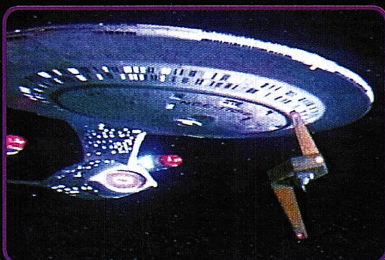
EXTINCT CIVILIZATIONS



GALACTIC
ARCHEOLOGY

KATAAN

Centuries ago, the planet **Kataan** faced certain destruction from the impending supernova of its sun. The planet's leaders decided to construct a complete cultural archive of the Kataan civilization, in the hopes of revealing their people's story to a future historian. The archive is then launched into space, contained in a small probe; it is composed of **paricium** and **talgonite**, reasonably unsophisticated ceramic alloys. Centuries later, the probe is encountered by the **U.S.S. Enterprise NCC-1701-D**. The unassuming-looking device emits a nucleonic beam which



▶ *The U.S.S. ENTERPRISE NCC-1701-D encounters the Kataan probe, centuries after the people who launched it are dead.*



penetrates the *Enterprise's* shields and strikes **Captain Picard**; he experiences 30 years of Kataan history in a mere 30 minutes before the probe's transmission ends.

◀ *Thanks to the probe, the culture and history of the people who lived on Kataan will be remembered.*

THE KOINONIANS

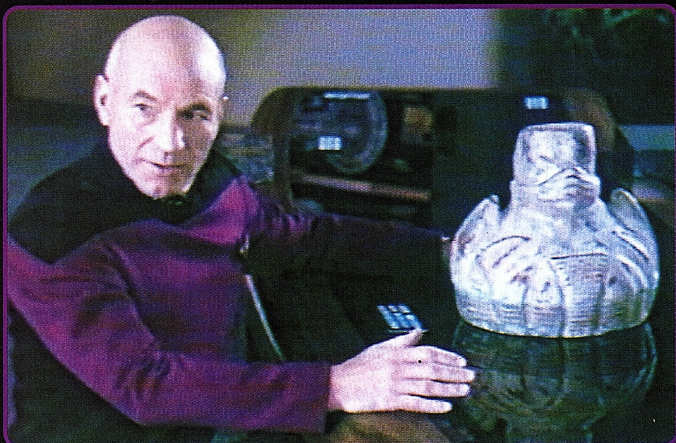
Millennia ago, the **Koinonian** civilization comprised two life forms, one of which was noncorporeal, the other physical. Following centuries of war, the physical Koinonians destroyed themselves, leaving their civilization in ruins; these have since become of interest to archeological scholars, including those from the **United Federation of Planets**. The surviving, noncorporeal Koinonians have developed a strong moral structure. In 2366, the first Federation team to explore the ruins of the Koinonian civilization meets with tragedy when a still-active bomb from the ancient war explodes, killing **U.S.S. Enterprise NCC-1701-D** archeologist **Marla Aster**. The bomb detonates within a network of tunnels which leads to an elaborate ceremonial chamber that makes up the main Koinonian site.

▶ *The weapons of many extinct, warlike civilizations continue to function long after the people who constructed them have died out. Lethal bombs such as this are still active on the Koinonian surface.*



THE KURL

The planet **Kurl** is located a considerable distance outside of **Federation** space. Its once-thriving civilization disappeared millennia ago, but left behind a rich cultural heritage. Of particular interest are the **Kurlan Naiskos** statues, such as one created 12,000 years ago by the Kurlan artisan known as the **Master of Tarquin Hill**. The statue opens to reveal several smaller figurines, illustrating the Kurlan belief that contained within each individual is a 'community' of different voices and desires.



▶ *Captain Jean-Luc Picard was given a rare intact Kurlan Naiskos by his former archeology tutor, Professor Richard Galen. He keeps it on display in a corner of his ready room.*

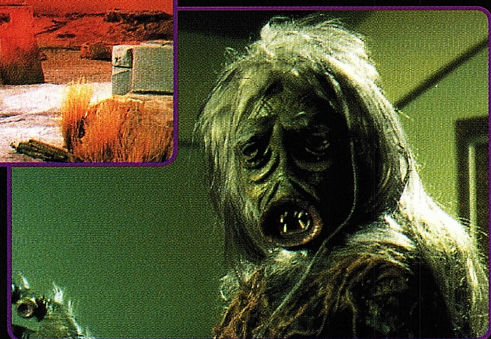
PLANET M-113

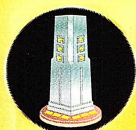
Planet M-113 is home to the extensive ruins of a long dead civilization. The ruins cover a substantial area of the landscape, which is dominated by a main monolithic building. This building, constructed from huge stone blocks, has little ornamentation save for some sparse geometric patterning. Its interior is extremely utilitarian, with no decorative design nor windows. A number of small artifacts have been discovered inside, including small statues and pottery. Outside the main building, the walls, also constructed of large stone blocks, have fallen over time. Those structures left standing display classical post and lintel construction techniques, similar to that found on many worlds.



▶ *Stone buildings and other remains of the long-dead civilization cover the surface of the planet.*

▼ *The last surviving native creature of Planet M-113 feeds on the salt contained in organic bodies.*





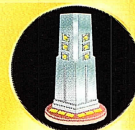
GALACTIC
ARCHEOLOGY

The Guide to the STAR TREK Galaxy

FILE 6

CARD 1B

EXTINCT CIVILIZATIONS



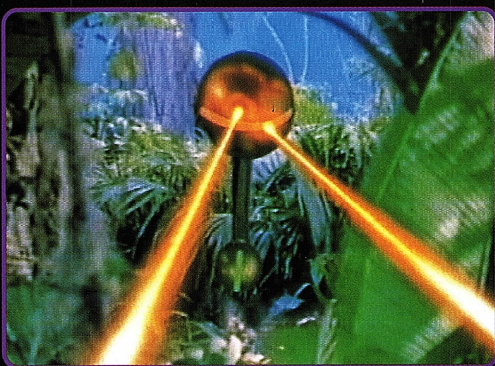
GALACTIC
ARCHEOLOGY

MINOS

Many years ago, the resourceful **Minosians** saw a way to base their economy on the destructive tendencies of other races, and constructed elaborate weapons which they then sold to both sides of a vicious war. The planet became known as the 'Arsenal of Freedom', and many of the weapons available were set up on the surface, and in orbit, to provide demonstrations to potential customers. Unfortunately, many years ago, these weapons eventually destroyed the entire Minosian civilization.

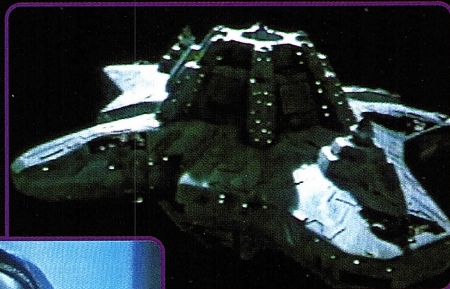
Despite the death of the Minosian race, many of the weapons still function, and close proximity to the planet can trigger a demonstration. This caused the destruction of the Federation starship the **U.S.S. Drake** in 2364; the **U.S.S. Enterprise NCC-1701-D** escaped only by agreeing to buy the defensive systems demonstrated.

▶ The people of Minos turned their entire planet into a showroom for the weapons and defensive systems they once sold to warring races. Ships that approach the planet are liable to set off deadly sales demonstrations.



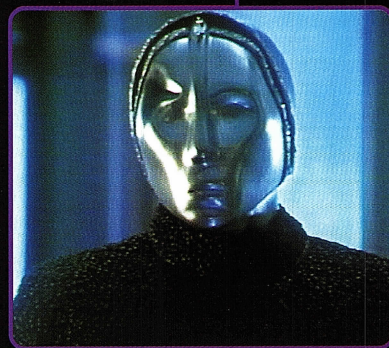
PRALOR AND CRAVIC

The **Delta Quadrant** worlds of **Pralor** and **Cravic** were once engaged in a war fought with unique weapons: robot soldiers built and programmed to destroy each other. Unfortunately, when the two worlds attempted to call a truce and end the war, their robot creations destroyed them both, then continued to battle each other. Perhaps fortunately, the robots are not designed to be self-replicating, nor do they have the ability to repair themselves. Slowly, over time, the last of the robots are now beginning to wear out.



▲ The robots' ships are sturdy and tough, capable of traveling through space for centuries without the need for repairs.

◀ The robots are beginning to show their age. Components need to be replaced, but they have no way of doing this themselves.



PROMELLIANS AND MENTHARS

Around 1,000 years ago, the long-running war between two technologically advanced races, the **Promellians** and the **Menthars**, ended when the two sides fought each other to extinction near the planet **Orellious IX**. The weapons used had not reached the level of those known to the advanced races of the **Alpha Quadrant** by the 24th century, but they were nonetheless destructive enough to reduce Orellious IX to a field of asteroid debris.

The Promellians were a reptilian race; today, their designs are considered to be perfect examples of elegant simplicity. The Menthars were extremely innovative in battle, using 'passive lure' stratagems and developing the **Kavis Take** maneuver. One of their most deadly developments was an acetone assimilator booby trap, which trapped a vessel and then drained its energy. Such a fate befell the **Promellian battle cruiser Cleponji**; one thousand years later, in 2366, the ship is discovered, still trapped, by the **U.S.S. Enterprise NCC-1701-D**.

◀ The **CLEPONJI** is lost when the acetone assimilators are destroyed to prevent other ships from falling into the same trap, but much information on the two extinct races is recovered from its databanks.



THE TKON EMPIRE

The **Tkon Empire** was once an interstellar federation with a population in the trillions; it flourished approximately 600,000 years ago and at the height of its power was so potent that it was allegedly capable of moving entire planets. The Tkon measured time by the use of galactic motion startime charts, and divided their history into 'ages', including the ages of **Bastu**, **Cimi**, **Xora**, **Ozari**, **Fendor** and **Makto**. The Tkon homeworld was destroyed when their sun went nova during the age of Makto, but a small number of automated outposts survived. One such outpost, established on **Delphi Ardu** during the age of Bastu, is encountered by the **Federation** vessel the

U.S.S. Enterprise NCC-1701-D and the **Ferengi** in 2364. The outpost's guardian is in stasis until he is woken by the arrival of the ships; he is unaware that in the intervening years the Tkon Empire has fallen.



▲ Portal's ghost-like image appears over the windswept, desolate landscape of Delphi Ardu.

▶ When Portal awakes after a millennia-long sleep, he is unaware that the Tkon Empire has fallen from power.





The 'Chute' Penal Colony

The Akritirians have developed a ruthless solution for dealing with their prisoners. Convicts are shipped off to an orbiting space station where there are no guards to keep order, and survival is a harsh struggle against horrific conditions.

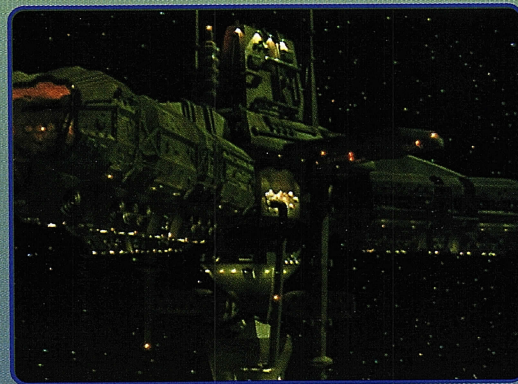
The 'Chute' Penal Colony is a harsh and inhuman Akritirian prison. It is a maximum security detention facility, an isolated, cylindrical satellite that sits in Akritirian space. It is a large, rust-covered space station with several long arms extending horizontally out of the main body. However, because the only entrance to and exit from the facility is a long, narrow chute that slopes down from a high ceiling, prisoners believe they are confined underground, and have no idea that they are surrounded by the vacuum of space.

The prison lacks virtually all the features normally associated with such institutions. There are no guards or wardens within its walls. There are no doctors, and no infirmary. It is a lawless, unforgiving place where the

strong survive and the weak do not last very long. The popular wisdom among Akritirians is that no one ever gets out of an Akritirian prison, and that Akritirian convictions are never overturned. The penal colony itself is protected by a lethal electronic force field that glows orange in the murky atmosphere and repels any prisoner who attempts to escape. It is connected to a docking bay on one of the satellite's arms; Akritirian ships use this structure to drop off food for the prisoners.

No escape

When new prisoners enter, the current inmates gather to 'greet' them or, more accurately, to torment them violently. The prisoners know when someone or something is about to come through the Chute because



▲ From the outside, the Akritirian Penal Colony is a dramatic sight. Condemned prisoners are unlikely to escape or have their convictions overturned; nearly all will die here.

SIDE VIEW

The only windows on the prison connect to service tunnels. The inmates have no idea they are in space; most of them believe they are underground.

Ships dock only to deliver food and new prisoners. The crews of such visiting ships never actually enter the complex; they dump their cargo and leave as soon as possible.

THE 'CHUTE' PENAL COLONY

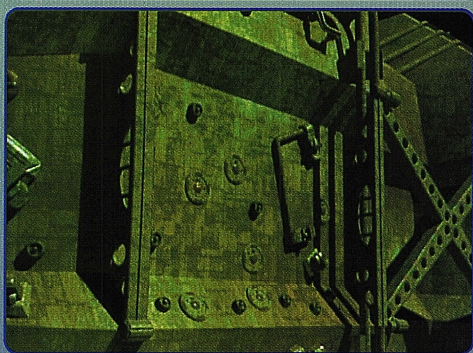
- Location:** Akritirian space, the Delta Quadrant.
- Type:** Orbiting prison.
- Staff:** No prison staff; only prisoners.
- Defenses:** Shields prevent the prisoners' escape.

The main body of the penal colony is roughly cylindrical. Numerous arms and platforms extend outward from the central core.

The 'Chute' Penal Colony



▲ **Food arrives through the Chute once every few days. Prisoners fight to get hold of it, and there is no attempt to share it equally.**



▲ **The outside of the floating prison is constructed from unattractive gray-green metal. Conditions inside are no more inviting.**

includes a number of scaffoldings, catwalks and stairways. There are several levels, but no separate rooms or cells for prisoners. Instead, prisoners who want privacy construct their own makeshift dwellings out of various bits of scrap metal covered with worn clothing, frayed blankets and dirty rags. Sometimes they steal these precious items from each other. Dirt and debris cover the floors.

Harsh conditions

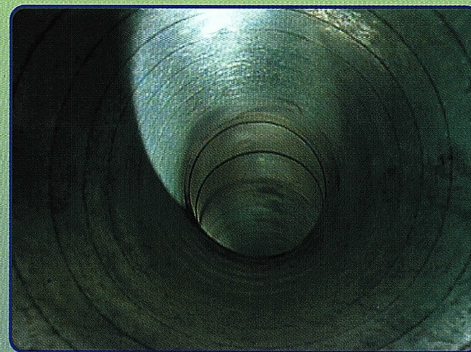
Almost all prisoners are male and humanoid, reflecting the Akritirian population. They are dirty and dressed in rags, and many have wildly unkempt hair and bad teeth due to the lack of hygiene facilities in the prison. Most are violent, and all are uncivilized. Many carry weapons, including homemade knives, and few have any qualms over killing their fellow inmates.

All prisoners in the Chute have an electronic 'clamp' device implanted in the back of their heads. The clamp triggers the production of acetylcholine in the hypothalamus, which makes the prisoners agitated, violent and aggressive; the effects can make even close friends mistrust and try to hurt each other. If a prisoner tries to remove a clamp, it explodes, killing him. The purpose of the clamp is to keep the prison population down by encouraging prisoners to fight and kill each other; also, by pitting them against one another, they are prevented from developing the cooperation they would need to escape. Even if a prisoner could escape, however, there is nowhere to go except back down; outside the prison is the emptiness of space.

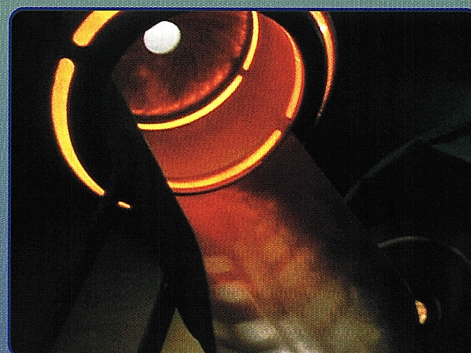
Unfairly imprisoned

The penal colony is brought to the attention of the **Federation** vessel the **U.S.S. Voyager NCC-74656** when two crew members, **Lieutenant Tom Paris** and **Ensign Harry Kim**, are sentenced to the prison by the Akritirians after being wrongly convicted of a terrorist bombing.

Ultimately, Paris and Kim are rescued by an away team from *Voyager* that uses the Chute's own design against it. **Mr. Neelix's** small ship,



▲ **The Chute gains its nickname from the wide tube which provides the only entrance. Convicts believe the prison is located underground.**



▲ **Prisoners know when food or new inmates are about to arrive. Such events are heralded by lights and loud alarms, which draw people to the tube.**

loud, blaring alarms go off and blue warning lights flash. When food does arrive, prisoners fight and sometimes kill each other over it. The food is in the form of brown, brick-like objects, and only comes every few days.

The prison interior is a large and mostly open area that seems similar to an industrial complex. It is rather dark, with a few dim lights streaming ominously down from above. It is rarely quiet, as there is usually someone shouting, or laughing in a menacing manner, or banging on pieces of metal. The prison is constructed almost entirely from metal, and

which, unlike *Voyager*, is unfamiliar to the Akritirians, docks at the prison's docking bay, and a group of officers led by **Captain Janeway** and **Lieutenant Tuvok** slide down the chute with weapons drawn. This startles the prisoners; they are expecting new inmates who will be easy to intimidate. After a brief struggle, the *Voyager* team manage to rescue their crew members and get them back to the ship, where they are thankful to have left the horrors of the penal colony behind them. For the prisoners left behind, though, the struggle for survival continues.

PRISON CONDITIONS

Hard times

Conditions inside the Chute have descended into anarchy. Although horrific, such conditions are not uncommon; the harassment of the weak and sick is similar to the way the 'ghosts' of Earth's 21st century Sanctuary Districts preyed on the less capable members of their society. Turning inmates against each other to prevent them from working together is also a common tactic. It has been used to great effect in the Delta Quadrant by the Trabe, as a way to keep the downtrodden Kazon from rising against them.

▲ **Inside the Chute, it is every man for himself. Prisoners are manipulated so that friendships and alliances do not develop.**



▲ **Without any recognized social structure, the prisoners inside the penal colony make their own laws. The strong bully and harass the weak, and those who cannot stand the pace soon die.**



▲ **Ensign Harry Kim of the U.S.S. VOYAGER has undergone extensive survival training during his Starfleet career. There has been little, however, to prepare him for his ordeal in the Chute.**



FILE 43 STARFLEET PERSONNEL

James Kirk's 'Family'

James T. Kirk comes from a family whose long history of pioneer spirit can be traced back to the earliest American settlers. But men who so love adventure often find it difficult to settle down, and Kirk is no exception.

During a trip into the past to 1986, **James Tiberius Kirk** tells cetacean biologist **Gillian Taylor**: "I come from Iowa, I just work in outer space." This quip pretty well sums up the life and times of one of **Starfleet's** most famous captains.

Records of Kirk's life tend to focus exclusively on his career, but it is important to remember that even the most adventurous explorers have a family background, and Kirk's undoubtedly has

an enormous influence on his career. Kirk's predecessors were among the first settlers to reach the Wild West of the old United States of America. This sense of adventure and pioneer spirit has obviously been passed down through the family over the years, embedding in the young James Tiberius an insatiable urge to reach for the stars, and to push the frontiers of mankind ever further. Knowing that his family's desire to explore the world, and eventually the universe

PROFILE ON KIRK

NAME: James Tiberius Kirk

MARITAL STATUS: Married once, to Miramanee, deceased 2268.

BROTHER: George Samuel Kirk, deceased 2267.

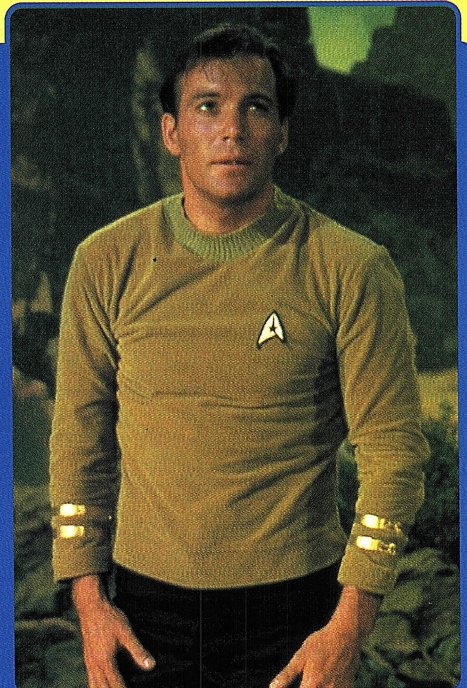
SISTER-IN-LAW: Aurelan Kirk, deceased 2267.

NEPHEWS: Three, including Peter.

CHILDREN: One son, Dr. David Marcus by Carol Marcus; deceased 2285. His unborn child by Miramanee dies with her when she is stoned by angry tribesmen.

SURVIVING DESCENDANTS: None known

INFLUENCES ON CAREER: Abraham Lincoln, Garth of Izar



▲ *The young James Kirk is a determined officer, influenced by the pioneer spirit of his forebears and contemporary Starfleet heroes. But the path of his family life rarely runs as smoothly as his career.*

LASTING INFLUENCES



★ The first pioneers

Men such as Abraham Lincoln, who helped to unify the United States of America, are among the young James Kirk's heroes. His own ancestors were among the earliest settlers to make their home in the New World.

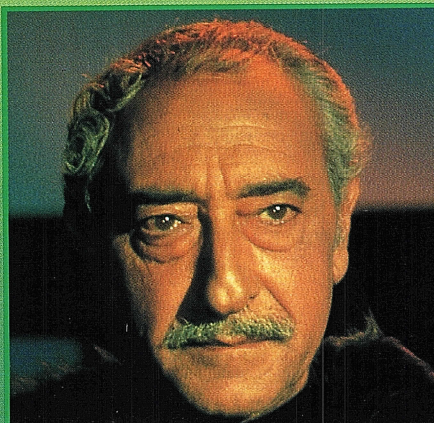
★ Murdering millions

Governor Kodos, since known as Kodos the Executioner, was responsible for the murder of more than 4,000 Federation colonists in 2246. Kirk was one of only eight eyewitnesses to survive the massacre.



★ Starfleet predecessors

Starfleet heroes such as Garth of Izar have also had an enormous influence on the young Kirk. Sadly, Garth's image has since become tarnished by his bout of insanity.



around them, started at that particular time has given Kirk a lasting interest in the history and characters of the old West. One of his personal heroes is Abraham Lincoln; later, he comes to idolize the Starfleet heroes who are the successors to the explorers and pioneers of old Earth, including men such as Garth of Izar.

Childhood

Kirk is born in Iowa on the planet Earth, on March 22, 2233, and spends some time on his uncle's farm there. He has an older brother named **George Samuel Kirk**. Young James alone calls his brother "Sam", indicating an affectionate closeness between the two boys. When James leaves for **Starfleet Academy**, it is his brother who waves him off on his great adventure.

Like James, George

Samuel Kirk is not content to stay on Earth; he, too, has an urge to move off the planet of his birth into the wider Galaxy. The elder Kirk brother follows a career as a research biologist but still finds time for a family; he has a beautiful wife, **Aurelan**, and three sons. In the late 2260s, Sam plans to transfer to the **Earth Colony Two** research station, but sadly he is never able to realize his ambition. While working on a research project on the planet **Deneva** in 2267, his home falls victim to an infestation of neural parasites. More than one million colonists are killed by the creatures, including George and his wife. **Peter**, the only one of their sons still living at home at this time, survives the tragedy. Ironically, it is Sam's brother's ship, the **U.S.S. Enterprise NCC-1701**, which arrives to offer

James Kirk's 'Family'



★ **Brief marriage**
Kirk romances many women, but he is only married once: to Miramanee, a native American princess he meets while suffering from amnesia. Miramanee conceives his child, but Kirk's brief experience of family life ends with Miramanee's brutal death. Her child dies with her.

★ **Mother**
One of Kirk's more serious relationships is with Carol Marcus. Carol bears him a son, David, but neither of them wants a lasting relationship. At Carol's request, she raises the boy alone.



assistance. The crew are eventually able to defeat the parasites, but sadly too late to save Sam and his wife.

Career comes first

Unlike his brother, James Kirk is not a family man. His romantic history is filled with brief affairs and, long after his death, his reputation as a womanizer is legendary. However, there are some women who manage to break through his frivolous exterior. Chief among these is **Carol Marcus**, with whom Kirk enjoys an intimate affair in the early 2260s. In 2261, Carol gives birth to a son, **David**, but by this time it is already clear that her relationship with Kirk is going nowhere. They both care more about their careers than they

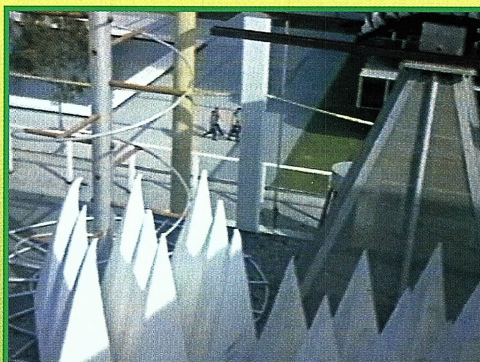
do about each other, and decide to end the relationship. At Carol's request, Kirk is not involved in his son's upbringing, and has no contact with David after the boy's early childhood. However, this decision is not made out of indifference; it is a painful choice, but one which Kirk knows is best for his son. When Kirk and David Marcus meet again in 2285, it is clear that Kirk cares deeply for the boy, and regrets that they have never had a chance to form a close and lasting relationship. Despite David's initial hostility, they reach a measure of mutual respect for each other. Sadly, their relationship is never allowed to develop beyond this brief reconciliation; David is brutally murdered by Klingons on the **Genesis Planet**.



★ **Briefly reunited**
When Kirk meets David in 2285, he hasn't seen his son since David was a child. At first, their relationship is frosty; David resents Kirk for abandoning him. Eventually, David comes to respect his father and understand his motives but, sadly, his death prevents the relationship from progressing further.

"My son ... my life that could have been ... and wasn't. And what am I feeling? Old. Worn out."

— Captain Kirk to Carol Marcus



★ **Paradise**
Kirk's brother Sam, his wife Aurelan, and their son Peter make their home on the colonized world of Deneva, reputed to be one of the most beautiful in the Galaxy, but tragedy strikes in 2267.



★ **Survivor**
Young Peter Kirk is the only one of his family living on Deneva to recover from the effects of the deadly neural parasites. The whereabouts of his two brothers at the time of the attack are unknown.



★ **Family resemblance**
Samuel Kirk is older than his brother, but the family resemblance between them is clear. Unfortunately, he is already dead by the time James arrives at Deneva.



★ **Beautiful wife**
Aurelan Kirk, Sam's beautiful wife, is another victim of the neural parasites. She is still alive when James and the U.S.S. ENTERPRISE reach Deneva, but she dies soon afterward, leaving her three sons orphaned.

relationships with women from many planets, and also with some androids and intergalactic beings.

One woman comes close to changing Kirk's philandering ways: **Miramanee**. Kirk meets her after being stricken by amnesia on the surface of her planet, a world populated by the descendants of a tribe of Native American Indians. The Indians take Kirk's arrival to be the fulfillment of a prophecy, and tribal custom decrees that he should marry Miramanee, a princess. 'Kirk' (as the amnesiac Kirk calls himself) and Miramanee fall in love, and soon conceive a child. But the relationship ends in tragedy: when the tribe realizes that Kirk is mortal, and not the god they believe him to be, they turn against him. Miramanee and her unborn son are killed in the attack, and a heartbroken Kirk, his memory restored, returns to the *Enterprise*.

In the 2280s, Kirk retires from Starfleet and for two years enjoys a relationship with a woman named **Antonia**. But he finds life away from Starfleet unsatisfying, and ends the relationship to resume his commission. Adventure, it seems, will always be Kirk's true love; his real family are the men and women who serve with him.



FILE 48 KLINGON PERSONNEL

SEE OTHER FILES...

THE KLINGON FLEET.....File 34
 STARFLEET PERSONNEL...File 43
 NON-STARFLEET
 HUMANS.....File 44
 STAR TREK III: THE
 SEARCH FOR SPOCK...File 74

Commander Kruge

Kruge is the commander of a *Klingon Bird-of-Prey*, a ruthless soldier who will stop at nothing in his quest for glory. But when he sets his sights on the secrets of the Genesis Device, he meets his match in Admiral James T. Kirk.

Commander Kruge is the ultimate warrior. He serves in the **Klingon Defense Force** as commander of a **B'rel-class Klingon Bird-of-Prey**, and so presides over a crew of approximately 12, all of whom view him with a mixture of fear and respect.

Starfleet records contain little on Kruge prior to an audacious mission deep inside **Federation** space to retrieve the secret of the **Genesis** technology. His penchant for acting on his own, even if it means ignoring or acting against the orders of his superiors, suggests that he has risen through the ranks of the Klingon fleet by taking extreme chances. With success, or "**Qapla'**", comes honor for a Klingon, and with failure disgrace. To Kruge there is no higher authority. He lets absolutely

nothing stand in the way of his goals. The lives of those around him, whether they be colleagues, friends or enemies, are meaningless when measured against the accomplishment of that which he sees as necessary. Even those he loves are expendable.

The hated Federation

Kruge harbors an intense hatred for all the things the Federation holds dear. When he initially learns of **Project Genesis's** ability to create planets, he observes with great distaste that the Federation will use the technology for "new cities, homes in the country, your woman at your side, children playing at your feet, and overhead, fluttering in the breeze, the flag of the Federation. Charming." From this it may be inferred that Kruge shares the view of many Klingons, that the people of

PROFILE ON KRUGE

NAME: Kruge

LIFE FORM: Klingon male

MILITARY STATUS: Kruge holds the rank of Commander in the Klingon Defense Force.

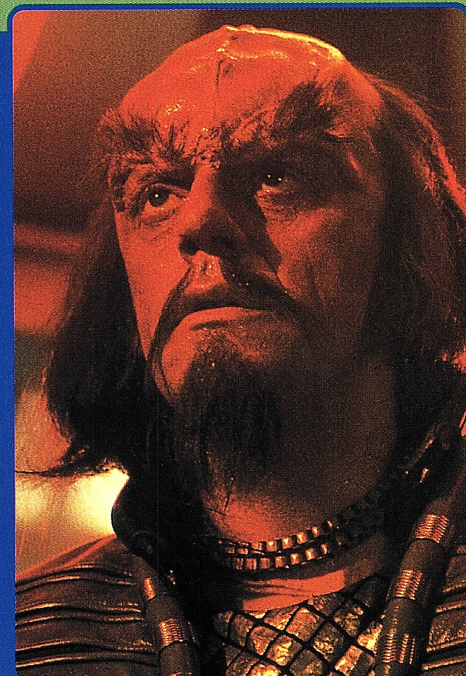
SHIP: *B'rel-class Klingon Bird-of-Prey*.

MEN UNDER HIS COMMAND: 12 warriors.

MISSION: To retrieve the secrets of the Genesis Device, a Federation terraforming tool which the Klingons consider to be a deadly weapon.

CURRENT STATUS: Deceased. Kruge is killed on the surface of the Genesis Planet by James T. Kirk; he earlier gave orders which led to the death of Kirk's son.

FIRST SEEN: STAR TREK III: THE SEARCH FOR SPOCK.



▲ Kruge sees the possibility of glory in battle, rather than potential for creation, in the Genesis Device. The Klingons would use such technology as a weapon; he cannot believe that the Federation has different intentions.

A MAN WHO SHOWS NO FEAR



★ Fearless warrior

Dressed in the uniform of the Klingon Defense Force, Commander Kruge is an imposing and formidable figure. He is convinced that he can beat his Federation enemies, and his men view him with a mixture of fear and respect.

★ Shoot first

Like all Klingons, Kruge is not slow to pull out his weapon and start firing at the enemy. His life is of secondary importance to a glorious victory in battle; he is a Klingon warrior born and bred.

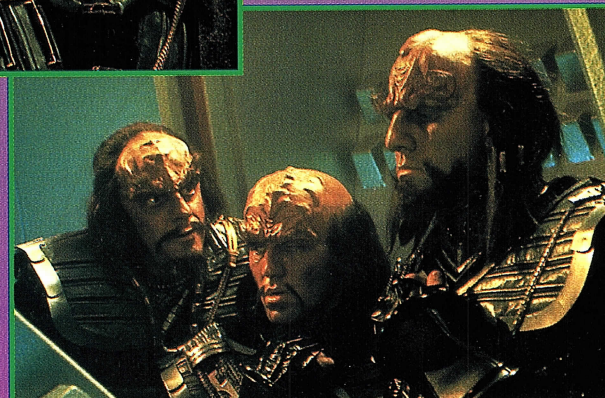


★ Taking risks

To show that he is not afraid of the mutated worms which live on Genesis, Kruge wraps one around his neck. When it tries to strangle him, he kills it with his bare hands.

★ Klingon leader

On board his **KLINGON BIRD-OF-PREY**, Kruge holds tight to the reins of command. Like most Klingon captains, he is ruthless in his manner toward his crew.



Commander Kruge

**"You Klingon bastard!
You killed my son!"**

— Kirk to Kruge

the Federation, and humans in particular, are weak and cowardly, valuing simpering sentimentality over battle, glory and victory.

The price of honor

Nothing and no one is more important to Kruge than the successful preservation of Klingon status. He is inclined to operate independently, apparently without the approval of his superiors, in order to secure this goal for his people. Even those Klingons around him are expendable in the execution of his plans. He has no compunction about sacrificing **Valkris**, a Klingon female with whom he has a romantic relationship, simply because she has seen the top secret Project Genesis plans. He is short-tempered and a strict disciplinarian, and his crew live constantly in the knowledge that the slightest error could result in a fatal disruptor blast aimed in their direction. Kruge

holds Klingon honor in the highest regard, believing that it supersedes not only all personal concerns, but even the orders of the Klingon High Council itself.

A lighter side

Krug seems to have a touch of sentimentality beneath his tough exterior. On board his **Bird-of-Prey**, he shows affection toward his shipboard pet, which appears to be a **targ**. The animal holds an honored place beside his command chair on the bridge, and he can often be seen scratching its head fondly as he tries to determine the best course of action in a difficult situation. The crew treat the animal with the same respect and fear with which they treat their commander.

Krug also takes an interest in the large, wormlike mutated bacteria on the surface of the Genesis Planet, allowing one of them to crawl up his arm and around his neck. When it tries to strangle him he crushes it to death with his bare hands, but seems almost disappointed that this loathsome creature had to die. In his brutal way, Krug is close to being an animal lover.



★ **Treasured pet**
In contrast to his otherwise aggressive demeanor and his callousness toward Valkris, Krug seems to care for his pet, who sits at his feet on the bridge.



★ Lover killed

Nothing is permitted to get in the way of Krug's plans, not even compassion for his colleagues. When Valkris, with whom he has a romantic relationship, reads the top secret information on the Genesis Device, Krug kills her; he sees his mission as more important than anything, including love.

Krug's final mission

In 2285, Krug obtains the top-secret plans for Project Genesis, a Federation science experiment created by **Drs. Carol and David Marcus**. This new technology will almost instantaneously terraform a planet, but in doing so it will destroy any life which existed there before. Krug sees in this device a way to wipe out existing worlds and reshape them for Klingon use. Even as the Klingons negotiate for peace with the Federation, Krug decides to act, as he believes, for the preservation of the Klingon race. Without the permission of the Klingon High Council, he orders his **Bird-of-Prey** into Federation space with the intention of seizing the Genesis

technology and deliver it to his leaders. Krug secures the Genesis Planet, and orders one of the men under his command to kill the captured Dr. David Marcus. But during the course of this mission, Krug loses all but one of his crew members to the **U.S.S. Enterprise NCC-1701**, under the command of **Admiral James T. Kirk**, the father of David Marcus.

Defiant to the end, Krug refuses Kirk's offer of aid during a pitched battle on the planet's surface, preferring instead to fall to his death into a fiery volcanic crevice. Commander Krug dies as all Klingons hope to, in glorious combat against a fierce enemy, in the never-ending fight to preserve the glory of his people.



★ **Ruthless**
Krug shows no compassion to prisoners. After capturing David Marcus, Saavik, and the rejuvenated Spock, he gives Kirk an ultimatum: surrender or he will kill the prisoners, one at a time. When Kirk refuses to comply, he begins to carry out his threat immediately.

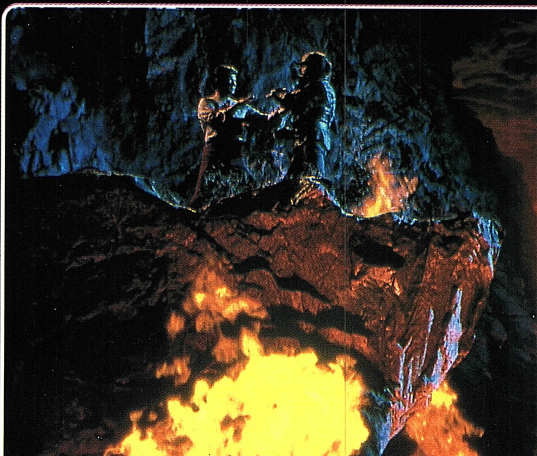
KRUGE MEETS HIS MATCH

Genesis as a weapon

The Klingons' love of battle makes it difficult for them to understand that anyone else might have different motives. The Genesis Device can create life from lifelessness, but in the process it will destroy any life which exists on a planet, wiping it clean before it begins again. The Federation looks for dead planets on which to test their device, but Krug sees it only as a weapon of destruction which must be taken from the Federation before it can be used against the Klingons. He is prepared to die in the attempt.

★ Out for revenge

By the time Captain Kirk and Commander Krug come face to face, they have good reason to hate each other: Krug has killed Kirk's son, and Kirk has killed Krug's men.



★ Last battle

The Genesis Planet is self-destructing around Krug as he fights. To a Klingon, such destruction is exhilarating, and if Krug dies on the surface of the planet in battle, it will be a glorious end.

The Game

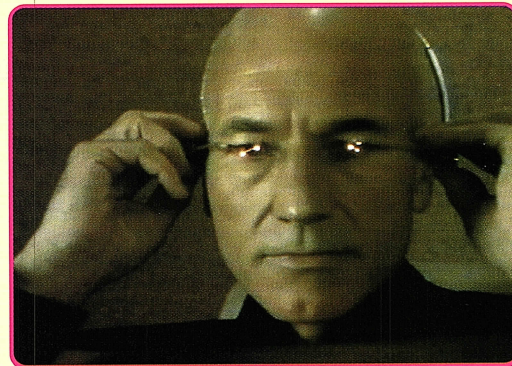
Not all weapons are easy to identify; in some of the most subtle means of attack, the victims have no idea that they are under any threat. A prime example of this is the Ktarian device known as 'the Game'.

Sometimes, it is the most innocent-looking devices that prove to be the most dangerous weapons. When the Ktarian Etana Jol introduces a simple game to the crew of the *U.S.S. Enterprise NCC-1701-D* on Stardate 45208.2, nothing about the device suggests that its elegant form veils a function which is extremely detrimental to the player. This Ktarian 'game' is essentially a high-tech, virtual ball-in-cup game with some unusual, and ultimately devastating, properties.

Designed for a solitary player, the game

comprises a simple headset weighing only about 50 grams. The headset is activated by a switch located on the arm; when in use, each arm emits a micro-thin beam, focused directly on the player's pupils. The game's playing field is then superimposed on the player's line of sight.

The attractive, three-dimensional playing field consists of a horizontal plane made up of a network of red holes. Out of random holes in the plane emerge one or more blue funnels and corresponding red disks. The gyrating funnels are anchored to the playing field, but



▲ The light, comfortable headset enables the game to fit snugly over the head of the wearer. The ends of the arms beam images directly into the player's eyes.

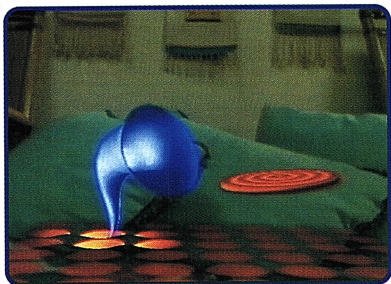
the disks float freely. The object of the game is to place the disks inside the cones. When a disk enters a cone, it seems to glide smoothly down the cone's gullet, while the cone itself envelopes the disk and then retracts into the playing field. The effect is visually very sensual. Unlike most traditional computer games, no points are scored when the objective is achieved. Instead, the player is 'rewarded' by experiencing a sensation of pleasure. The

DEADLY LEISURE

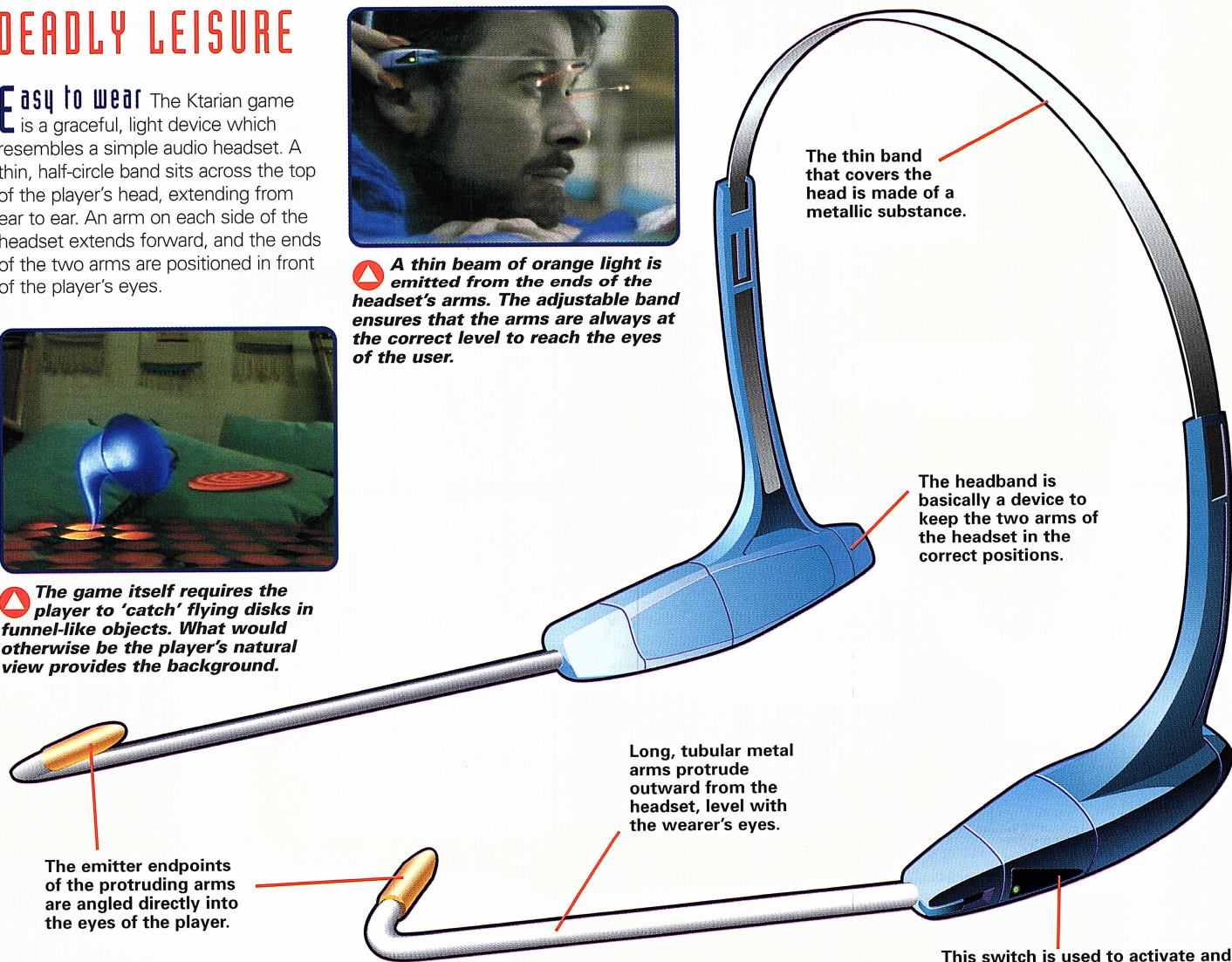
Easy to wear The Ktarian game is a graceful, light device which resembles a simple audio headset. A thin, half-circle band sits across the top of the player's head, extending from ear to ear. An arm on each side of the headset extends forward, and the ends of the two arms are positioned in front of the player's eyes.



▲ A thin beam of orange light is emitted from the ends of the headset's arms. The adjustable band ensures that the arms are always at the correct level to reach the eyes of the user.



▲ The game itself requires the player to 'catch' flying disks in funnel-like objects. What would otherwise be the player's natural view provides the background.



The Game

game involves little skill, and concentrating on the nominal objective does not necessarily aid in the player's success. Instead, the more relaxed and receptive the player, the more likely the disks are to enter the cones. The higher the playing level achieved, the greater the sensation of pleasure that is delivered by the game. The only limit to the level a player can achieve is the brain's endurance.

The game works by directly stimulating the player's brain. Herein also lies its inherent danger; the game targets specific regions of the brain, including the reticular formation and the cerebral cortex, especially the prefrontal lobes. The reticular formation, located in the brain stem, regulates arousal and alertness. The cerebral cortex is the part of the brain that houses thought, memory, and perception. The prefrontal lobes are the brain's center of reasoning, judgment, and emotion.

A computer simulation of the game's effects

on the brain reveals heavy synaptic activity and irregularities in brain chemistry, specifically in serotonin levels. Analysis also reveals a hyperstimulation of the prefrontal lobes, in which the games induces a serotonin cascade. This creates unusual levels of communication between the reticular formation and the prefrontal cortex, stimulating the pleasure center and reasoning centers of the brain.

Actual damage

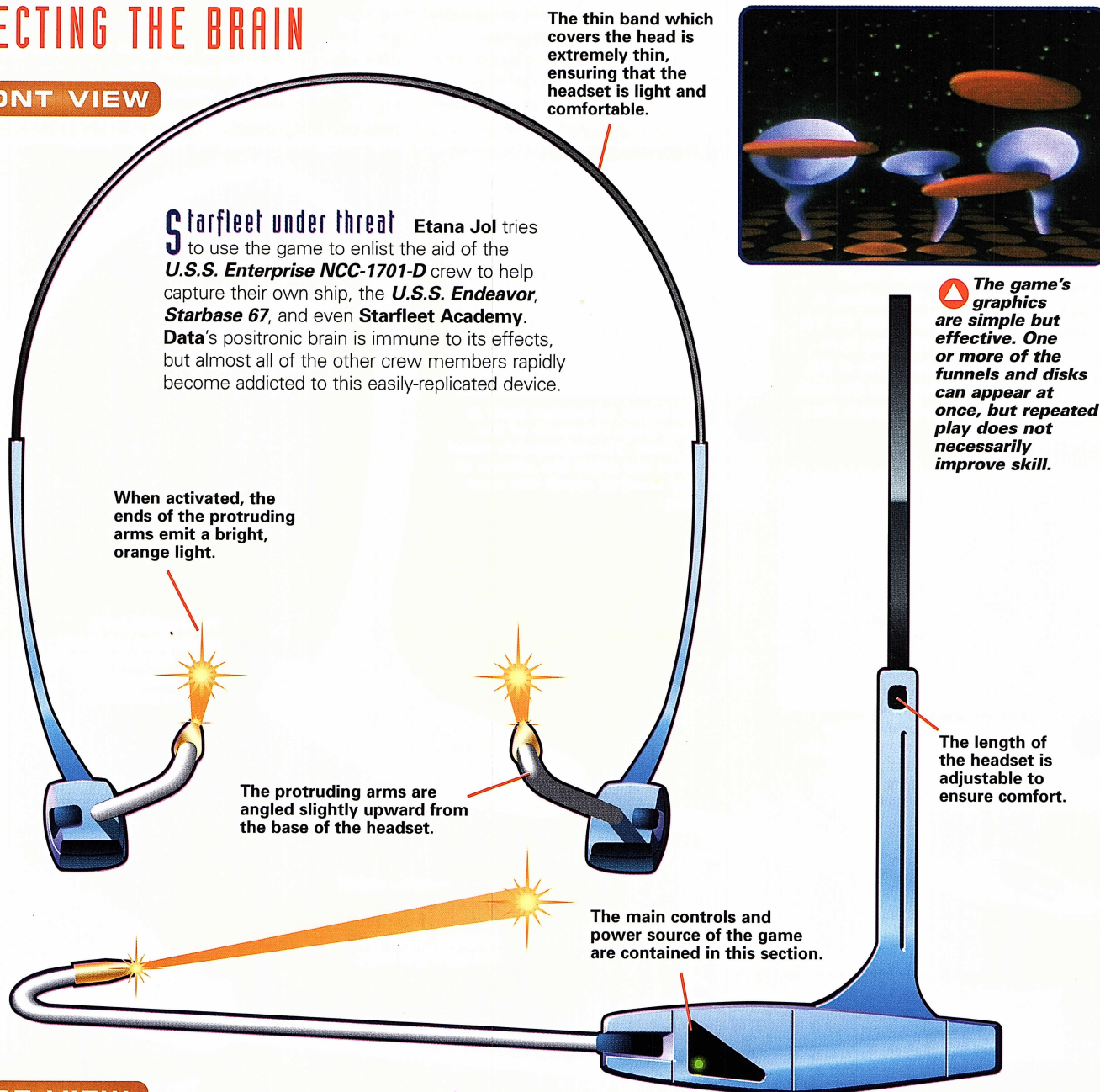
Neurochemical analysis further reveals widespread bonding to neuroreceptors, indicating a psychotropic reaction. In layman's terms, the game is highly addictive, and addiction is almost instantaneous. An addicted player is seldom seen without his or her headset; a person in an advanced state of addiction appears dazed, glassy-eyed, and, except for twitching slightly as doses of pleasure are delivered, nearly comatose.

It is reasonable to speculate that the game could lead to permanent brain injury or even coma. Constant hypermanipulation of the electrical and chemical activity of the brain can damage it. Temporary derangement of the reticular formation can cause concussion; more serious damage can result in a coma.

There is also another potential danger to the game, which explains why the device has been seen to affect the prefrontal cortex. Addiction to the game makes the player extremely susceptible to outside influence. A player's own reason and judgment can be supplanted by another's will. In fact, this application of the game was the very reason it was introduced to the *Enterprise* crew by the Ktarians. Fortunately, the addiction is easily broken with the aid of an outside party. One application of a specific optical burst pattern is successful in counteracting the addictive effects of the game.

AFFECTING THE BRAIN

FRONT VIEW



SIDE VIEW



'Bloodlines'

Captain Jean-Luc Picard discovers a son he never knew he had, a young man named Jason Vigo, with whose mother Picard once had a brief affair. Almost immediately, the captain finds himself defending Jason from the scheming Ferengi.

'BLOODLINES'

"There is a possibility that the boy is my son. I was involved with his mother for a short time about 24 years ago. We met through a friend on Earth ... all very romantic and intense, probably because we both knew I'd be leaving in two weeks."

— Picard to Riker

The **U.S.S. Enterprise NCC-1701-D's** sensors have picked up an unmarked probe. **Captain Picard** allows the probe to send a beam through the *Enterprise's* shields; a hologram of the **Ferengi DaiMon Bok** appears. Fifteen years earlier, Picard killed Bok's son during the **Battle of Maxia**; Bok now intends to avenge this loss by killing Picard's own son, **Jason Vigo**.

In his ready room, Picard confesses to **Riker** that 24 years ago he enjoyed a brief romance with a botanist named **Miranda Vigo**. Federation records reveal that Miranda had a son called Jason, who is now 23 and living on **Camor V**. Picard accepts that this boy may indeed be his son, and a course is plotted for the *Camor* system.

At *Camor V*, Jason is beamed aboard the *Enterprise*; genetic tests suggest he is the son of Miranda Vigo and Jean-Luc Picard.

Research work on Bok's probe allows the Ferengi's location to be traced. As the *Enterprise* travels to this new destination, Jason experiences a number of inexplicable spasms. **Dr. Crusher's** examination reveals, among other things, that he has **Forrester Trent syndrome**, a degenerative neurological disease.

Jason is kidnapped

Geordi establishes a signal lock on Jason, but Bok manages to beam the young man off the *Enterprise*. When Data finally locates Bok's ship, Picard transports onto it.

Once aboard, Picard confidently tells Bok that he now knows Jason isn't his son. Bok's clumsy attempts to resequence Jason's DNA — thus giving the impression Picard was his father — has resulted in the neurological disorder, and has ultimately revealed Bok's plotting. Picard convinces Bok's Ferengi allies that they will make no profit from this kidnapping, and he and Jason are allowed to transport back to the *Enterprise*.

At Jason's request, the *Enterprise* returns to *Camor V*. Treatment by Dr. Crusher appears to have arrested the neurological damage Jason suffered, and he now looks forward to sorting out his troubled life.

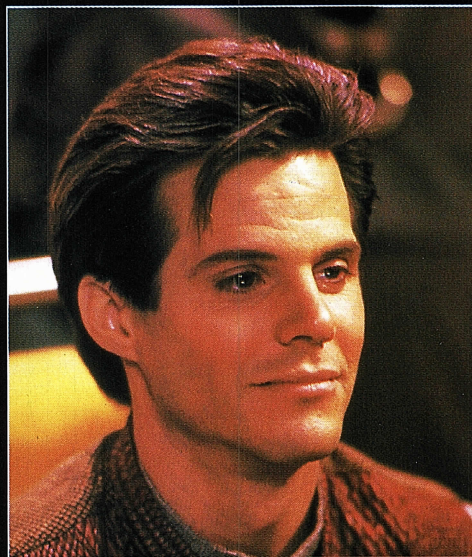
ON SCREEN...



1 The **U.S.S. ENTERPRISE** encounters a small, unmarked robotic probe. Picard allows the probe to send a message through the shields; it is a personal message for him.



2 A holographic image of DaiMon Bok appears, and he has some surprising news; he intends to seek revenge on Picard by killing a son he did not know existed.



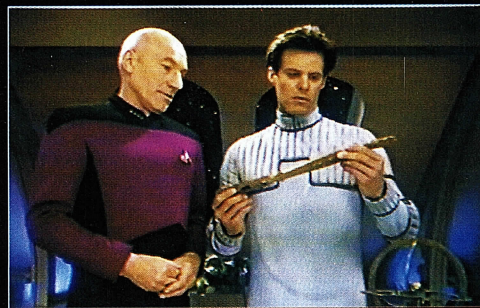
3 The **ENTERPRISE** tracks down Picard's 'son', a young man named Jason Vigo who lives on *Camor V*. Genetic tests appear to confirm Bok's claim.



4 The Ferengi also reach *Camor V* and, despite the efforts of the **ENTERPRISE** crew to protect him, Jason is kidnapped by Bok and his crew.



5 Picard beams across to the Ferengi ship, but by now he knows the truth; Jason is not his son, and only appeared to be due to genetic tampering by Bok. He will not pay Bok's ransom demands, and the Ferengi will earn no profit from the scam.



6 With the promise of profit removed, there is no reason to continue to hold Jason Vigo prisoner. He and Picard are free to go, and Jason decides to return to his old life on *Camor V*. Back on the **ENTERPRISE**, Picard gives him a keepsake.

STARSHIP FACTS

Picard gives Jason a rare **Gorlan** prayer stick, which the captain originally swapped for a bottle of very old **Saurian** brandy.



'Emergence'

When a strange holodeck program begins to control the movements of the *U.S.S. Enterprise NCC-1701-D*, Captain Jean-Luc Picard discovers that his ship is developing its own bizarre intelligence and is trying to create a new form of life.

CAPTAIN'S LOG STARDATE 44869.2

"After weathering an unexpected magnascopic storm in the Mekorda Sector, we are continuing our search for new Federation colony sites."

Data and **Captain Picard** are discussing Shakespeare in **holodeck 3** when the Orient Express emerges from nowhere; the two officers move out of its way just in time. Two holodeck programs have somehow linked together, and Picard instructs Data to run a full diagnostic.

Suddenly, the *U.S.S. Enterprise NCC-1701-D* moves to warp speed, and a network of circuit nodes springs up all over the ship, intersecting in holodeck 3. Data theorizes that a magnascopic storm the *Enterprise* encountered may have had an unexpected effect on the ship's systems.

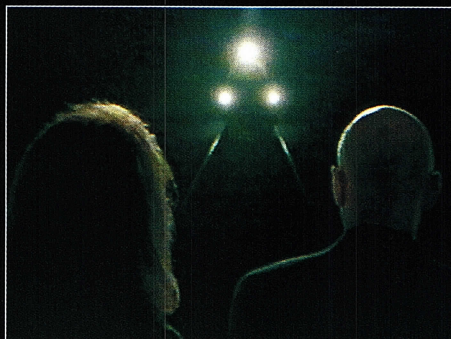
Riker, **Worf** and Data visit holodeck 3, and find themselves on the Orient Express, in a scene containing elements from seven distinct holodeck programs. The team soon realize that events on the train have a direct effect on the *Enterprise*. Data suggests that the ship is becoming a self-determining intelligence; the holodeck is a focal point, where all the ideas and instincts of this emerging consciousness are first expressed. **La Forge** also tells Picard that a strange glowing object has appeared in Cargo Bay 5.

Change of direction

The *Enterprise* independently moves toward a white dwarf star, and begins to collect **vertiform** particles from the star. The glowing object starts to generate its own energy, but stops when the beam exhausts the star's particle supply. The *Enterprise* is trying to create a new life form, but needs more particles to complete the 'birth'.

Geordi manages to locate a nebular phenomenon which can generate more particles. Data redirects the Orient Express toward a new destination, 'Vertiform City', and the *Enterprise* moves off again. As new particles are drawn into the ship's systems, the object in Cargo Bay 5 rises and departs the ship; the circuit nodes controlling the *Enterprise* are deactivated. With the ship back under his control, Picard realizes the purpose of the *Enterprise's* intelligence was simply to bring this new life form into being.

ON SCREEN...



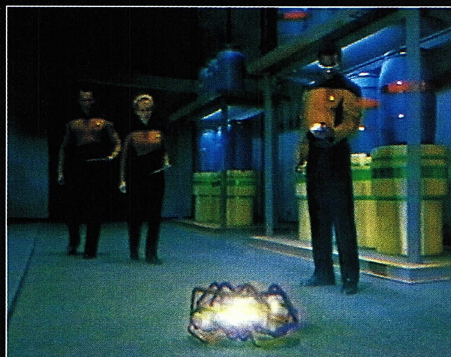
1 Data and Captain Picard are surprised to find an old-fashioned steam train heading straight for them. It has appeared out of nowhere in the holodeck while they were discussing 'The Tempest'.



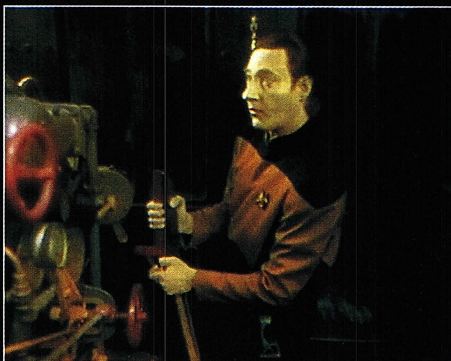
2 Riker takes an away team into holodeck 3, which seems to be at the center of most of the ship's problems. He, Worf, and Data find themselves on a bizarre recreation of the Orient Express.



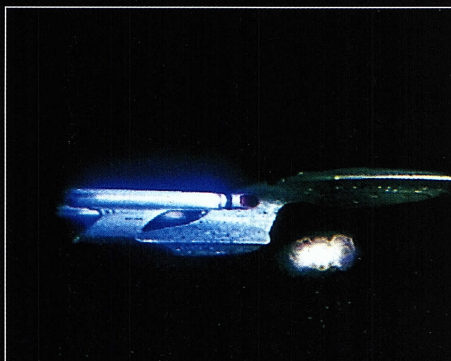
3 Events on the train are odd reflections of what is happening on the ship. Passengers on the train are completing a jigsaw depicting the object which has recently appeared in a cargo bay.



4 Back on the ship, the strange object in the cargo bay has started to generate its own energy. The crew theorize that the *U.S.S. ENTERPRISE* is trying to create a new life form.



5 The Starfleet officers realize that events on the holodeck can be used to influence events on the ship as a whole. Data takes the train to a new destination.



6 Once it has gathered enough energy, the new life form which has been growing in the cargo bay departs. Control of the ship is returned to her crew.

STARSHIP FACTS

A Mindful of the Prime Directive, Picard insists that the creature aboard the *U.S.S. Enterprise* should be treated with the same respect as any other sentient life form.



'Necessary Evil'

An attack on Quark causes Security Chief Odo to reopen a five-year-old unsolved murder investigation. The victim's widow is still the prime suspect, but there is a nagging doubt about the part a younger Kira Nerys might have played in the crime.

STATION SECURITY LOG

STARDATE 47262.5

"At the request of Commander Sisko, I will hereafter be recording a daily log of law enforcement affairs. My own very adequate memory not being good enough for Starfleet, I am pleased to put my voice to this official record of the day: everything's under control. End log."

— Odo

On Bajor, Quark meets Pallra, a mysterious Bajoran woman he knew five years earlier, when the Cardassians occupied Terok Nor and he ran the station's black market. Pallra tells Quark she will pay him five bars of latinum if he can do her a small favor: retrieve a strongbox buried behind a wall in her late husband's old shop on the station. She claims it only contains objects of sentimental value, and that Quark's services are required simply because she can't stand the thought of being back in the shop where her husband was murdered. Quark doubts her actions are as innocent as she claims, but he agrees to recover the box.

Later, on *Deep Space Nine*, Quark and Rom creep along the station Promenade. They arrive at the location where the strongbox is hidden; Rom breaks in easily, and, with the aid of a small vial of magnasite, opens the wall panel with a minimum of fuss. Quark grabs the box, then returns to his empty bar. He opens the box with a laser; inside is a list of Bajoran names. Quark wants to get a copy of the list before he hands it on, so Rom is sent off to find the necessary equipment.

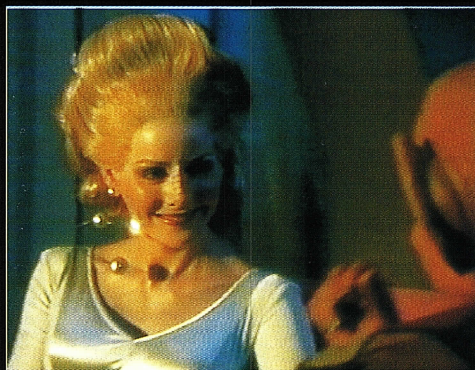
Trouble escalates

As Quark sits alone he is approached by a middle-aged Bajoran man, an associate of the woman he met on Bajor. He says to Quark: "She knew you wouldn't be able to resist opening it," and then fires a phaser blast at him. Rom returns to find his brother unconscious and the assailant long gone.

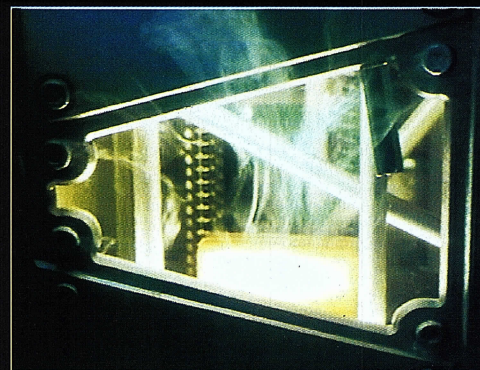
Dr. Bashir tells Commander Sisko that Quark has sustained extensive neural trauma. Security Chief Odo suggests that Rom has a very good motive for trying to murder Quark; **Rule of Acquisition 139** states, "Wives serve, brothers inherit." The accusation, and the threat of imprisonment, forces Rom to reveal what he and his brother were up to in the old chemist's shop.

While Odo investigates the shop, his mind drifts back five years, when *Deep Space Nine* was under Cardassian occupation. Station Commander Gul Dukat had called Odo to the shop, then asked him to investigate the murder of Vaatrick the chemist, whose body lay covered in a corner. Odo was naturally suspicious of Dukat's request, having no wish to give up his neutral status

ON SCREEN...



1 Five years earlier, Quark ran the black market on TEROK NOR during the Cardassian occupation. Now Pallra, a woman from his past, asks him a favor.



2 Quark and Rom retrieve the box as Pallra asked. Convinced that it must contain something valuable, Quark forces it open, but it contains only a list of names.



3 Quark is soon attacked, by an acquaintance of the woman who asked him to retrieve the box. The man says Pallra knew Quark would try to look inside.



4 The attacker leaves Quark for dead, but luckily Rom returns in time to call for help. Quark is seriously injured, but his condition is not fatal.



5 Odo suspects Rom may be behind the attack; he stands to inherit the bar if Quark dies. But the trail leads back to a murder case Odo investigated five years ago.



6 Odo remembers when he investigated the murder of Vaatrick, who owned the chemist shop from which Quark retrieved the box, for then-station commander Gul Dukat.





'Necessary Evil'

in order to become a Cardassian spy. Dukat managed to persuade Odo that his very neutrality made him the ideal investigator of this crime; he also threatened that if Odo refused, he would simply round up 10 Bajorans at random and execute them.

Odo's first witness was Pallra, Vaatrick's widow. She told Odo that her husband had been having an affair with a Bajoran girl who had arrived on the station a couple of weeks previously, and strongly suggested that when her husband attempted to break off the affair the girl killed him in a fit of jealous rage. Pallra identified her husband's mistress as one **Kira Nerys**.

Kira denied killing Vaatrick, or that they were having an affair. She claimed she was in **Quark's bar** at the time of the murder, trying to get a job. Quark told Odo that Kira had paid him to confirm her alibi, and when Odo confronted Kira with this revelation she admitted to being a member of the Bajoran resistance, engaged in an act of sabotage at the time of the murder.

Back in the present, Odo manages to get Rom to give him one of the names from the list: **Chesso**. Odo then travels to Bajor in order to interrogate Vaatrick's widow, still his chief suspect for the murder of her husband. She is obviously disturbed when Odo informs her that Quark is still alive, but she claims to have no knowledge of anyone called Chesso. When Odo returns to *Deep Space Nine* and discovers that a Bajoran engineer of that name has been found drowned, he decides to get recent communications records and bank statements relating to Pallra.

Odo shows Sisko and **Dax** the information he has assembled; in the last two days, several Bajorans with whom Vaatrick's widow has been speaking have deposited money in her account. Odo believes she is blackmailing former Cardassian collaborators.

Quark attacked again

While Quark lies in the infirmary, his attacker returns and tries to suffocate him. Rom arrives, and calls Security while he wrestles with the Bajoran; Odo manages to pin the man down. Quark gradually returns to consciousness.

Presented with irrefutable evidence by Odo, Pallra admits she is implicated in the assault on Quark, but continues to deny responsibility for her husband's death. As she is taken away, Odo acknowledges her innocence in the murder.

Odo returns to his quarters, where he is met by Kira, who asks him when he realized it was she who killed Vaatrick. Odo says

once he knew the names on the list were all collaborators, things began to make sense. Vaatrick must also have been a collaborator; thanks to the Cardassians' money, he kept his wife in relative luxury, so she had no reason to "kill the golden goose." Kira admits she was in Vaatrick's shop, looking

for the list of collaborators, when Vaatrick interrupted her; she had no choice but to kill him. Gul Dukat appointed an outsider to investigate in order to distance himself from his network of Bajoran allies. Kira asks Odo if he will be able to trust her in the same way again, but he can find no answer.

ON SCREEN...



7 At the time, Pallra, Vaatrick's widow, tried to blame the murder on the young Kira Nerys, with whom she claimed her husband was having an affair. Kira was able to come up with an alibi.



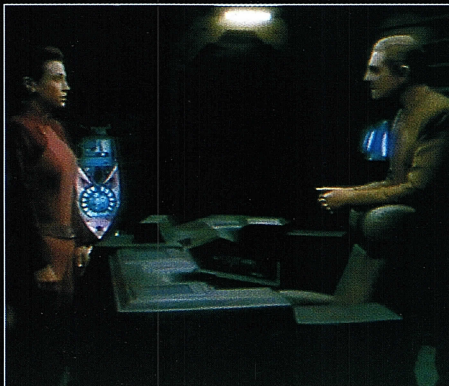
8 Odo learned that Kira's story was false: she paid Quark to go along with her tale of looking for a job in his bar at the time of the murder. But she still claimed to be innocent.



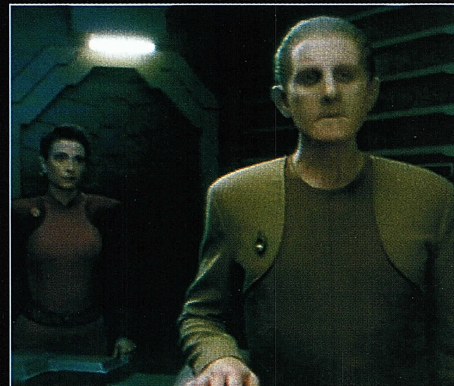
9 Quark is recovering in the infirmary when he is attacked again. Luckily, Rom is able to call Security and Odo arrives before Quark is suffocated. But it is obvious that someone wants Quark out of the way, permanently.



10 Odo confronts Vaatrick's widow. He now knows what she has been doing: she wanted the list of names, which identifies Bajorans who collaborated with the Cardassians during the occupation, for blackmail purposes.



11 The mystery of Vaatrick's death is solved. Odo is convinced that Pallra was innocent of her husband's murder, and he knows who was responsible - Kira.



12 Kira admits to Odo that she did murder Vaatrick. When she asks him if he will ever be able to trust her again, he remains silent.

STARSHIP FACTS

A Gul Dukat first met Odo at the Bajoran Center for Science, where the shapeshifter performed a Cardassian neck trick that "brought the house down."



FILE 73 STAR TREK II: THE WRATH OF KHAN

'STAR TREK II:
THE WRATH OF KHAN'

"Captain's Log: Stardate 8130.3. STARSHIP ENTERPRISE on training mission to Gamma Hydra. Section 14, coordinates 22/87/4. Approaching Neutral Zone, all systems normal and functioning."

- Lt. Saavik

STAR TREK II: THE WRATH OF KHAN

Part 1 It seems that the days of high adventure are over for the *U.S.S. Enterprise NCC-1701* and her former captain (now admiral), **James T. Kirk**. But across the Galaxy, the crew of the *U.S.S. Reliant* have discovered an old enemy who is out for revenge.

It is **Stardate 8130.3**, and the *U.S.S. Enterprise NCC-1701* is on a mission to **Gamma Hydra**. **Captain Spock**, **Dr. Leonard McCoy**, **Chief Engineer Montgomery Scott**, **Lt. Uhura** and helmsman **Hikaru Sulu** are at their usual stations. An unfamiliar figure, however, occupies the captain's chair: an attractive **Vulcan** female, **Lt. Saavik**. Despite her youth, she handles the ship flawlessly, remaining calm and decisive as a distress call from another ship crackles over the comm speakers. The fuel vessel **Kobayashi Maru** has hit a gravitic mine, and the life support systems are failing rapidly. The ship requires an immediate rescue. Unfortunately, it is adrift in the **Neutral Zone**, forbidden territory for any **Federation** ship. But with several hundred lives at stake, Saavik curtly brushes aside Sulu's reminder of the prohibition, and orders him to head for the stricken tanker.

Disaster strikes

As the *Enterprise* enters the **Neutral Zone**, and Spock remarks that they have violated the treaty, the distress signal suddenly vanishes, to be replaced by three **Klingon Battle Cruisers**, closing fast and firing torpedoes. Saavik has fallen into a trap. She urgently issues orders to evade the attack, raise shields, alert the Klingons they are on a rescue mission, and even return fire, but it is all to no avail. The *Enterprise* is rocked by torpedo impacts, setting off multiple explosions. One by one, the senior crew members fall unconscious, possibly dying. Realizing she has no alternative, Saavik orders the surviving crew to abandon the *Enterprise*.

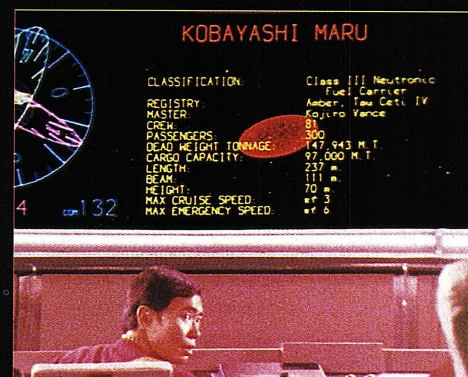
Just then, the alarms abruptly cease and an eerie white light cuts through the smoky haze, silhouetting a savior-like figure: **Admiral James T. Kirk**. He calmly walks onto what is now revealed to be a training bridge. He surveys the simulated damage, then gives everyone permission to rise from the 'dead.'

Spock adjourns his trainees to the briefing room, but Saavik, concerned about her performance, remains behind with Kirk. She does not feel that the test was fair, given that there was no acceptable solution. Kirk emphasizes that every starship commander must be prepared to face a

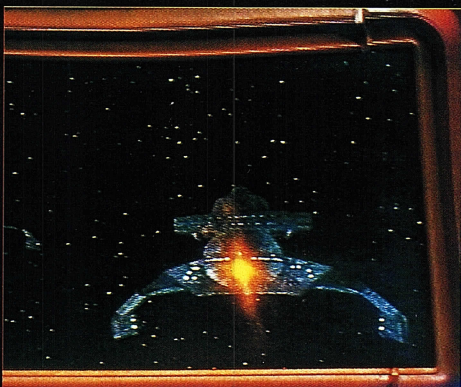
ON SCREEN...



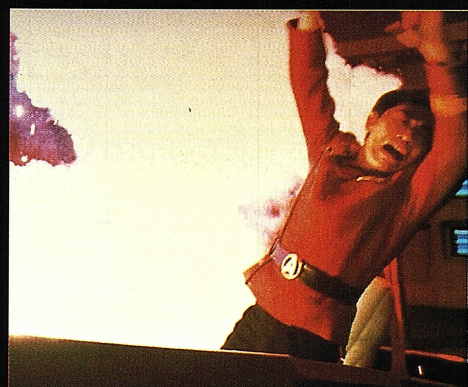
1 There is a new face on the bridge of the *U.S.S. ENTERPRISE*. An attractive young Vulcan woman named Saavik is sitting in the captain's chair.



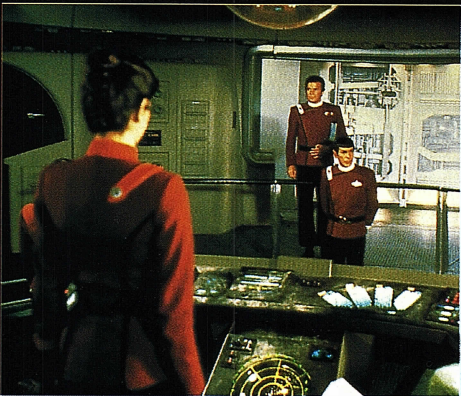
2 The *ENTERPRISE* receives a distress call from the **KOBAYASHI MARU**. Sulu warns Saavik that the ship is in the **Neutral Zone**, but she decides to go to its aid regardless.



3 Suddenly, three **KLINGON BATTLE CRUISERS** appear on the screen and fire at the *ENTERPRISE*.



4 The ship is badly damaged by the attack. The bridge suffers explosions, and many of the crew are killed.



5 Admiral **James T. Kirk** arrives on the bridge. This has been a training simulation, and it is now over.



6 Saavik thinks the impossible test was unfair, but Kirk reminds her that she will have to face real no-win situations.



STAR TREK II: THE WRATH OF KHAN Part 1

no-win situation, and to deal with the consequences of his or her actions.

McCoy and the others are also concerned about the test's outcome, for their own reasons. They want to know why the Admiral doesn't reassign an experienced crew – meaning themselves – to the *Enterprise*. Kirk, feeling his age on his birthday, responds that galloping around the cosmos is not for them, or him; it's for the young.

Catching up with Spock in a corridor, Kirk thanks him for his birthday gift, an antique copy of 'A Tale of Two Cities', although he wonders if the choice contains some hidden message. Spock, predictably, doesn't believe so. Accepting his word, Kirk heads for home.

Soon, Admiral Kirk is soaking in the view of the lights along San Francisco Bay outside his window; it is a spectacular sight. Then McCoy arrives, unannounced, to celebrate Kirk's birthday, bearing a bottle of illicit **Romulan Ale** and a pair of 19th-century half-spectacles. They toast each other with the powerful blue brew, and then the doctor gets to the real reason for his visit: to lecture Kirk about having retired from active duty. McCoy accuses him of sitting around like one of the nautical antiques that adorn his walls, when he should still be out roaming the Galaxy. Despite Jim's protests, it appears that his old friend has touched a nerve.

Trouble on Ceti Alpha V

Meanwhile, **Pavel Chekov** and **Captain Clark Terrell** of the **U.S.S. Reliant** are out in the Galaxy, searching for a completely lifeless planet to use as a test site for **Dr. Carol Marcus's Project Genesis**. Thinking they have a perfect candidate in **Ceti Alpha VI**, they head to the planet surface to investigate further, arriving in the middle of a raging sandstorm. To their surprise, they come upon a half-buried cargo carrier. Inside is an eerie tableau; it looks as if someone is, or was, living here. Chekov examines a shelf of Earth literature, idly holding a dangling seatbelt. Looking closer at it, he sees the ship's name: **S.S. Botany Bay**.

Chekov's eyes widen, struck by a disturbing memory. He grabs the confused Terrell and insists that they get off the planet immediately. They burst outside and stop dead; a group of hooded figures stand in the swirling yellow haze, staring ominously at them.

Pavel Chekov and Captain Terrell are not going anywhere. The Bedouin-like figures escort them back into the cargo hold, and surround them. Their leader peers at his

captives through the slit of his helmet. Slowly, he removes a metallic glove, followed by the mask itself. Chekov's eyes bulge in recognition: "**Khan!**"

It is indeed **Khan Noonien Singh**, the genetically-engineered tyrant of the **Eugenics Wars** who emerged from suspended animation in 2267 when his sleeper ship was discovered by the **U.S.S. Enterprise**. His hair is grayer, the lines in his face deeper, but his demeanor is still fierce and imperious. He recalls Chekov as a member of Captain Kirk's crew, the same

Captain Kirk who exiled Khan and his followers to this planet 15 years ago, after Khan's failed attempt to take over the *Enterprise*. He tells Chekov and Terrell that they are on Ceti Alpha V, not Ceti Alpha VI as they thought. The systems' sixth planet exploded shortly after his arrival, throwing the fifth into a new orbit and forcing Khan and his companions to fight for survival in the barren sand-heap it became. Learning that Kirk has become an admiral during these same years only piques Khan's thirst for vengeance against his old nemesis.

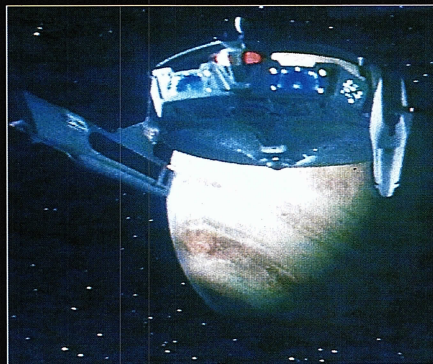
ON SCREEN...



7 Spock congratulates Kirk on his birthday, and gives him a classic Earth novel as a present. But Kirk is not enjoying being reminded of his age.



8 Later, McCoy visits Kirk in his quarters. He has also brought his old friend a birthday gift: a bottle of illegal, and highly potent, Romulan Ale.



9 Across the Galaxy, the **U.S.S. RELIANT** is on a mission to locate a test site for the Genesis Device. Among the ship's crew is Pavel Chekov, who previously served on the **ENTERPRISE**.



10 Chekov and Captain Terrell explore the surface of the planet they believe to be Ceti Alpha VI. They have picked up life sign readings, but the planet seems far too hostile to support life.



11 Amazingly, they discover the hull of a ship, which seems to be occupied. Chekov realizes it is the **S.S. BOTANY BAY**, and suggests a quick exit.



12 Khan was left on a flourishing Ceti Alpha V. After the planet's orbit shift the landscape turned hostile, and Khan has been waiting for his revenge against Kirk.

STARSHIP FACTS

A Dr. McCoy tells Admiral Kirk that he only uses Romulan Ale for 'medicinal purposes'. A ship brings bottles in every now and then across the Romulan Neutral Zone.

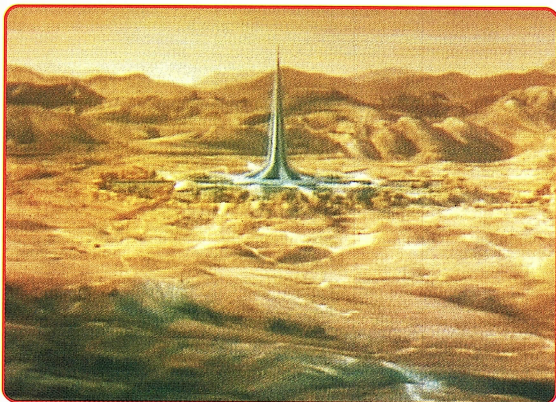


D continued

'Demons of Air and Darkness' A name given to the **Iconians** in certain ancient texts. The phrase pertains to the species' expertise at traveling between celestial destinations without the aid of spacecraft. (*Starship Log*: 'Contagion' [TNG]) **SEE FILES 3, 6, 69**

dendrite In the human brain, this branching thread of a neuron directs impulses toward its cell body. **Chakotay's** dendrites were drained of energy by aliens in 2371, putting him into a temporary coma. (*Starship Log*: 'Cathexis' [VOY]) **SEE FILE 71**

Deneb II Alpha Quadrant planet on which a malevolent, noncorporeal entity inhabited the body of a male named **Kesla**; in this guise, he murdered a series of females in the 23rd century. The entity was also known as **Redjac**. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILES 58, 68**



▲ In the early 2360s, **Deneb IV** hoped to join the Federation. When a life form with the ability to alter matter landed on their homeworld, the **Bandi** enslaved it and forced it to create 'Farpoint Station', with which they hoped to impress the UFP.

Deneb IV Homeworld to the **Bandi** species, and site of **Farpoint Station**. **Deneb IV** has plentiful geothermal resources. (*Starship Log*: 'Encounter at Farpoint' [TNG]) **SEE FILES 3, 18, 69**

Deneb V The **Denebians'** native planet, where **Harcourt Fenton Mudd** was arrested for fraudulently selling the title to a **Vulcan** fuel synthesizer in 2267. **Mudd** later escaped from the planet. (*Starship Log*: 'I, Mudd' [TOS]) **SEE FILES 3, 68**

Denebian Slime Devil A little-known organism that the drunken **Klingon** officer **Korax** claimed **James Kirk** resembled. It was not meant as a compliment. (*Starship Log*: 'The Trouble with Tribbles' [TOS]) **SEE FILE 68**

Denebians The native inhabitants of **Deneb V**. In 2267, acting on information provided by the **Vulcans**, they apprehended swindler **Harry Mudd** and sentenced him to be executed. (*Starship Log*: 'I, Mudd' [TOS]) **SEE FILES 44, 68**



▲ The **Iconians** were known as 'Demons of Air and Darkness' due to their transportation portals, which covered vast distances.

Deneva Class-M celestial body, and member of the **United Federation of Planets**. In 2267, an infestation of neural parasites devastated the planet's population. The parasites were eradicated by planetwide irradiation. (*Starship Log*: 'Operation - Annihilate!' [TOS]) **SEE FILES 3, 7, 43, 68**

Denevan neural parasite A virulent, and possibly intelligent, life form that causes severe neural malfunction and death in humanoids. It has decimated several civilizations over the course of centuries, and is susceptible only to ultraviolet radiation. (*Starship Log*: 'Operation - Annihilate!' [TOS]) **SEE FILES 7, 68**

Denevan ship In 2267, one of these solo spacecraft was flown into the system's sun by a dying native. The flight provided clues for the eventual extermination of the **Denevan neural parasites**. (*Starship Log*: 'Operation - Annihilate!' [TOS]) **SEE FILE 68**

Deng Starfleet crew member who served aboard the **U.S.S. Enterprise NCC-1701-D** in 2369. **Deng** was instrumental in constructing thermal deflectors during the **Bersallis III** firestorm. (*Starship Log*: 'Lessons' [TNG]) **SEE FILES 25, 69**

Denius III Planet where the crew of the **Federation** starship the **U.S.S. Yamato** unearthed archeological relics which revealed the location of the renowned and mysterious **Iconian** homeworld. (*Starship Log*: 'Contagion' [TNG]) **SEE FILES 3, 69**

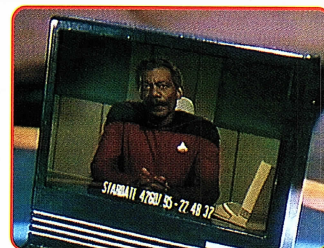
denkir A **Zibalian** unit of quantity or capacity. A single denkir is roughly equivalent to 2 milliliters. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILE 69**

Denkiri Arm A celestial region in the **Delta Quadrant** of the Milky Way Galaxy, where an unstable terminus of the **Barzan** wormhole existed for a brief period of time. (*Starship Log*: 'The Price' [TNG], 'False Profits' [VOY]) **SEE FILES 5, 69, 71**

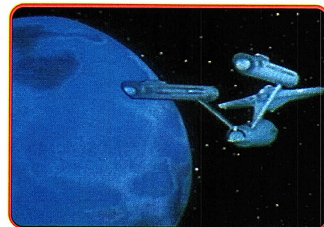
Denning, General Rex Commanding officer at the Army Air Corps base in Roswell, New Mexico, in 1947. After a **Ferengi** shuttle crashed there, **Denning** negotiated with **Quark**, hoping to acquire 24th-century weapons technology. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 44, 70**

'Demons of Air and Darkness'

dendrite
Deneb II
Deneb IV
Deneb V
Denebian Slime Devil
Denebians
Deneva
Denevan neural parasite
Denevan ship
Deng
Denius III
denkir
Denkiri Arm
Denning, General Rex
Denorios Belt
dentarium
Denebian Alps
Denver, U.S.S.
deoxyribonucleic acid
deoxyribose suspension
Department of Temporal Investigations
DePaul, Lieutenant
Depnen, Mr.
depredators
Deral
Dereth
Deriben V
dermal dysplasia



▲ **Varley** led **Picard** to the **Iconian** homeworld by way of information gathered on **Denius III**.



▲ The **U.S.S. ENTERPRISE NCC-1701** orbits the **Federation** colony world of **Deneva**.



▲ In 2367, the **Denevan neural parasites** wiped out a large number of the population of that world.



Denorios Belt

A celestial plasma field within the **Bajor** planetary system, with great significance in Bajoran mythology. The Belt itself, while home to the **Bajoran wormhole**, can be treacherous territory for starships. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 3, 5, 10, 70**

dentarium

A metallic compound favored by the **Vulcans** in the construction of spacecraft. (*Starship Log*: 'Unification' [TNG]) **SEE FILE 69**

Denubian Alps

A range of mountains noted for its spectacular alpine skiing runs. A Denubian Alps simulation is a featured program in the holodeck of the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 25, 69**

Denver, U.S.S.

Yorkshire-class **Federation** transport ship, registration number **NCC-54927**. In 2368, the *Denver* was severely damaged by a **Cardassian** war-era gravitic mine, resulting in numerous injuries to crew and passengers. (*Starship Log*: 'Ethics' [TNG]) **SEE FILES 32, 69**

deoxyribonucleic acid

SEE DNA

deoxyribose suspension

Crystalline DNA constituents dispersed in a liquid base. **Romulan** collaborator **J'Dan** injected himself with encoded amino acids using a deoxyribose suspension, in order to steal classified **Starfleet** diagrams. (*Starship Log*: 'The Drumhead' [TNG]) **SEE FILE 69**



▲ **Agents of Temporal Investigations** such as **Lucsly** and **Dulmer** often appear to be humorless and over-serious. Few **Starfleet** officers look forward to their visit. The agency keeps meticulous records of all temporal violations, dating back to the worst offender, **Captain James T. Kirk**.

Department of Temporal Investigations

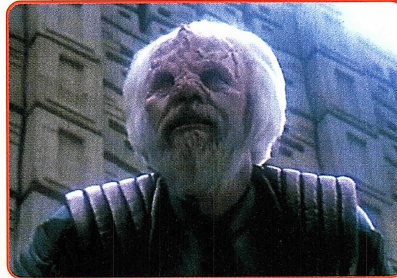
Agency responsible for investigating violations of **Federation** temporal policy. In 2373, two departmental representatives interrogated **Captain Benjamin Sisko** about his entanglement in historical events aboard the **U.S.S. Enterprise NCC-1701** in 2267. (*Starship Log*: 'Trials and Tribble-ations' [DS9]) **SEE FILES 7, 43, 70**

DePaul, Lieutenant

Helm officer and occasional navigator who served aboard the **U.S.S. Enterprise NCC-1701** in 2267. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 25, 68**

Depnen, Mr.

A baker in the holographic society on planet **Yadera II**. Depnen often saved his best loaves of greenbread for **Taya** and her mother. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 66, 70**



◀ **The Albino**, a Klingon criminal, led a band of ruthless depredators. He was a man of little honor, who sought revenge on his enemies by using genetic weapons that killed their children. **Kang**, **Kor**, **Koloth**, and **Dax** eventually tracked him down and killed him in fulfillment of a Klingon blood oath.

depredators

A band of outlaws who ransack and plunder otherwise peaceful villages. The infamous **Albino** was the leader of a gang of depredators. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 48, 70**



▲ **Deral** and **Jadzia Dax** enjoyed a brief affair while **Meridian** was located in the physical universe. **Dax** was prepared to leave her current existence to stay with **Deral**, but her presence caused dangerous fluctuations in **Meridian**.

Deral

A resident of **Meridian** who studied his planet's shifts between corporeal and noncorporeal dimensions. In 2371, he and **Jadzia Dax** became lovers for a brief period while **Meridian** was located in **Dax's** dimension. (*Starship Log*: 'Meridian' [DS9]) **SEE FILES 18, 70**

Dereth

A native of the **Vidiian Sodality**. In 2371, while collecting surrogate internal organs for victims of a viral phage, **Dereth** lured the **U.S.S. Voyager NCC-74656** to an asteroid and then harvested **Neelix's** lungs. (*Starship Log*: 'Phage' [VOY]) **SEE FILE 71**

Deriben V

Lieutenant Aquiel Uhnari had an antagonistic relationship with her commanding officer at a **Starfleet** base located on this planet. (*Starship Log*: 'Aquiel' [TNG]) **SEE FILES 43, 69**

dermal dysplasia

Abnormal development or growth of skin tissue, resulting from prolonged exposure to ultraviolet radiation; the condition is also known as sunburn. **Tuvok** kept his shirt on in 20th-century Los Angeles rather than risk dermal dysplasia. (*Starship Log*: 'Future's End' [VOY]) **SEE FILE 71**

William